

the citadel

Journal

The Games Workshop magazine for dedicated Warhammer and 40K players.

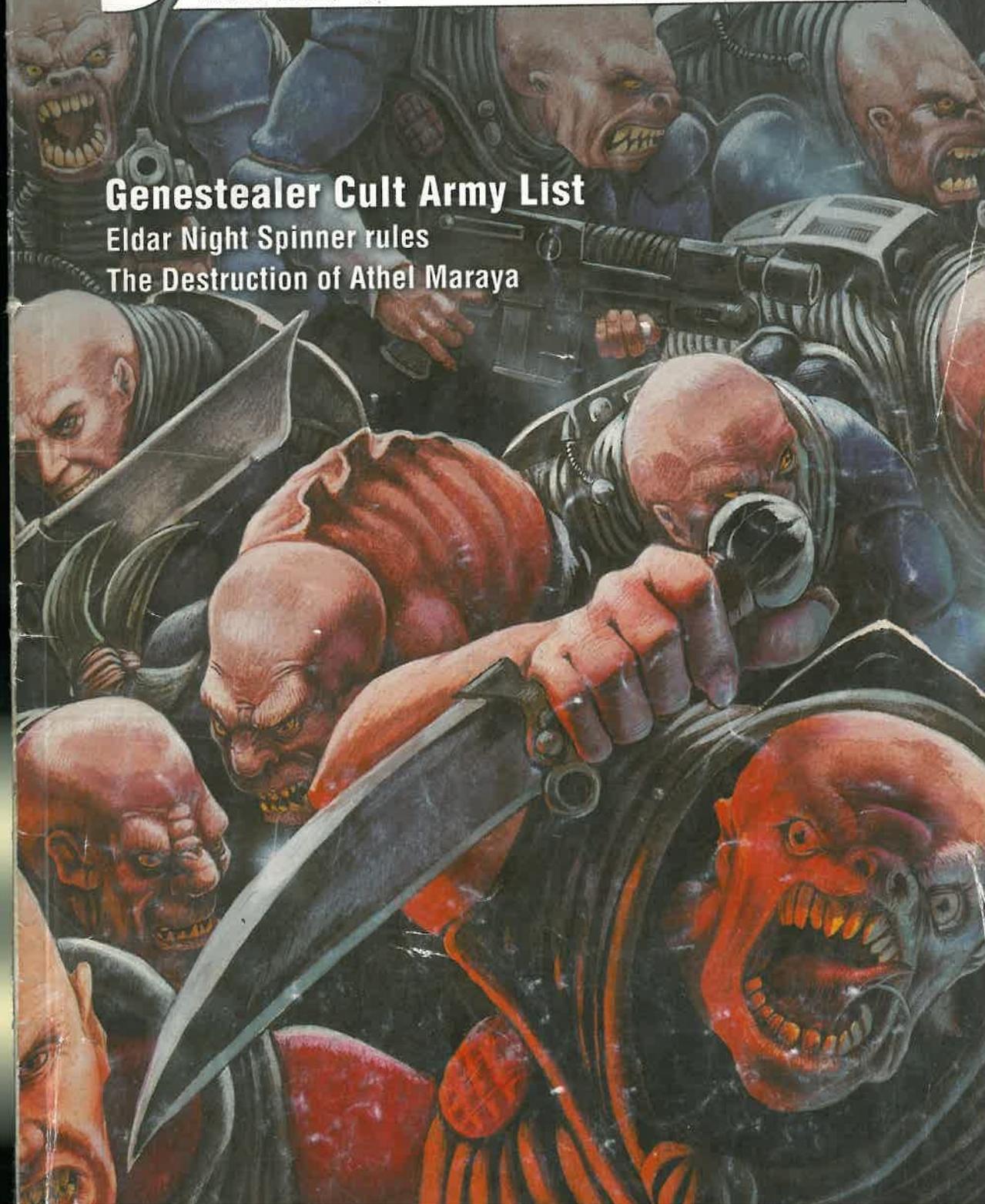
issue 40

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Genestealer Cult Army List

Eldar Night Spinner rules

The Destruction of Athel Maraya





Genestealer Cults

by Tim Huckelsberry



Steve's Slot...

It's good to be back in the slot I can tell you, after having to oust that Jervis chappie, anyone would think that he runs the show around here! Now that Jervis has informed you of the sweeping changes in Fanatic (apart from the bunker that is, it's got a leaky roof and still smells of cheese) we can get back to the job of keeping the Journal the envied GW fanzine that it is. Oh yeah, allow me to introduce our new slave, er... I mean new respected member of the team, Andy Hall. Andy is a strange munchkin-like creature that we bought from Mail Order for two groats and a packet of cheese and onion crisps. You may remember Andy from Blood Bowl Compendium fame with his article on Greater Daemon Star Players (yes, he is an outrageous beard!) and Citadel Journal 28 with his Superior Firepower article for Space Hulk. Not only is Andy enthusiastic and hard working he even gets his rounds in at Bugmans Bar on a friday night (which is more than can be said for Wazza!).

So what's the show with this issue then? Well, if you're sitting comfortably I'll tell you. We've got another army list for Warhammer 40K from a barmy chap in America – sharpen your



Training new staff these days is a nightmare...

claws with the long awaited Genestealer Cults. Imperial Armour continues its pointy-eared theme with the deadly Eldar Nightspinner. We've raided the den of Gav Thorpe again and have a cracking siege scenario and even updated it for the new edition of Warhammer. There's a cool discussion about the pros and cons of historical over power-gaming (beards around the globe take note!). We have some absolutely funky as pants model conversions rolling out of Dok B's Klinik. and more Warhammer and clubs and... well don't just sit there reading this waffle, turn the page and get reading!

Steve

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CODEX GENESTEALER CULTS

By Tim Huckelberry

Greetings Warhammer 40,000 players and welcome to a full Warhammer 40,000 army list. We've had to listen to you lot going on because Genestealer Cults weren't included in the latest edition of 40K and that you had an entire army left on the shelf gathering dust. Well, as if in answer to your prayers, a pleasantly mad American, Tim Huckelberry, has submitted this, the first part of his Genestealer Cults army list for you to feast your eyes upon and know doubt comment on in the next issue of the Journal (you can look forward to part II in issue 41 which will include special characters and tips on how to convert up your army).

This list has been chopped and changed by the chaps from Games Development and they are now satisfied that you can use this army list in your games without upsetting the divine balance of all things! In other words you don't need your opponent's permission to use this list, but you should ask permission if you wish to use it in a tournament (although only sensible organisers will say 'yes please!'). So, give it a try and see how well you can infiltrate the Imperium with your cult before the forces of law and order attempt to bring you to justice...

Genestealer Cults

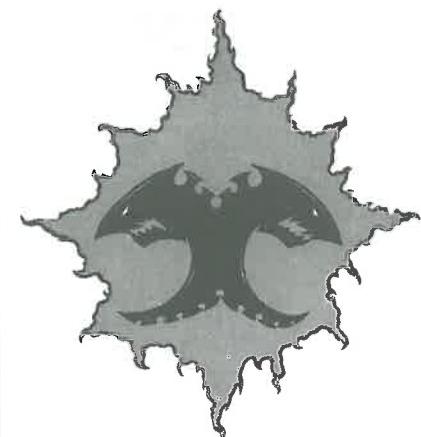
Throughout the Imperium, an insidious threat has been slowly spreading for many centuries. From planet to planet, system to system, worlds are falling to a subversive force guided not by material conquest or love of battle, but by inbred genetic drives unfathomable to the human mind. Spread by seemingly random chance throughout the galaxy like seeds in the wind, the alien Genestealers arrive quietly on unsuspecting worlds. Once they get a foothold within the unprepared populace their drive to conquer asserts itself, and all too often the planet is doomed. Once the planet's defenses are weakened the Genestealers Tyranid masters arrive to consume the living biosphere of the planet, leaving behind a barren, lifeless rock.

The Way of the 'Stealers
Genestealer Cults represents

the forces commonly developed by the Genestealers and their offspring. The Cult will slowly grow on a planet as more and more natives are infected with the Genestealer implants, binding them to the Cult and insuring their future children are also bound genetically to the Cult. Each Genestealer can infect scores of natives via small ovipositors in their long whip-like tongues, forever corrupting their genetic makeup. Parents are hypnotically conditioned to cherish and care for their inhuman children by the strong Brood Telepathy of the Hive Mind, linking all those who carry the Genestealer mark together. These resulting Genestealer Hybrid offspring then go out to infect others. Reproductive cycles move along faster than the norm as the new alien-human genetic coding shortens gestation and maturation; possible hazards to

the hosts are ignored in the overriding quest to infect as many as possible. The broods must grow larger and larger. All else is secondary.

Leading the Cult is small inner circle cynically using the bulk of the membership to take over either a local area, or even the entire planet and system eventually. Under the common guise of a religious cult, the leaders know only that they must remain free of outside interference and must grow constantly, driven by unwavering instinct. The leaders have no hesitancy in sending their followers off to die in order to preserve the Brood. They will send them off to battle, and sometimes maybe join them, but the overriding goal is preservation of the Cult hierarchy. This especially holds true for the Magus, the most human and most powerful leader of the Cult. As long as one



Genestealer, or the Magus (especially him, as he can more easily hide in normal society) can escape, then the Cult will live on again. This is the difficulty the Imperium faces in dealing with these infestations – if only one member escapes, the entire Cult can re-emerge generations later, more powerful than before.

The Magus has a powerful Hypnotic psychic power that he uses to control his followers with. His powers are a part of his alien heritage, part of the Hive Mind mentality that flows through all those in the Cult. The more pure their Genestealer makeup, the stronger the mental link, such that Cult forces can communicate at vast distances via Brood telepathy. The Cult forms a Rabble in Arms, but a fanatical rabble. All are ready to die for the cause, not knowing that the cause is a fraud. Even the Cult leaders are unaware of their true nature. Genestealers are merely following the genetic instructions from their Tyranid creators: Infect Others. Sow Confusion. Preserve the Seed. Make all ready for the Arrival.

Cult weapons and equipment are for the most part stolen, bought via illegal means, or

home-made – resulting in quite a range of armaments. They usually have access to a very wide variety of weapons & vehicles (via converted military or government authorities), but this comes at a cost as they often cannot keep them adequately maintained. Vehicles are limited to those which are easy to steal or build, thus the Cult lacks specialised vehicles and must rely on the more common varieties. Attempts to gain more esoteric and powerful weapons can sometime happen via raids on weapons depots or by converting higher ranking authorities to the Cult, but time spent in such efforts is at the expense of gaining more commonly available items.

Cults must also rely on home-made war machines, converting many civilian vehicles into military use. The Cult limousines that are used to transport members around without revealing their true natures are adapted for use in battle by adding extra armour – turning a city vehicle into a lightly armoured combat transport. Lacking any real military doctrine or training, the Cult prepares for battle as a hotch-potch sputtering vehicles, members mounted on

horseback or bike or other transport, and masses of ground troops armed with whatever weapons they can find or steal.

Once the Cult has grown to a large enough strength (and at this point is usually involved in armed combat), their Hive Mind signal becomes strong enough to attract the Tyranid Hive Fleets slowly roaming between the stars. Like their hidden puppet-masters, the Cult is also driven to consume. It will always be impelled to overthrow any local or planetary forces, to ensure its safety and continued growth. Actual combats between the Cult and other forces increases the signal, creating a beacon indicating that food is plentiful. Once the Tyranids arrive, all is lost – any surviving Cult forces are absorbed into the Hive Ships, and the planet is rendered down for bio-mass and new genetic materials. Even if the Tyranids are fought off, the planet usually lays in ruins or must be Virus Bombed to ensure no Genestealer presence remains. One by one, worlds are being lost to the Imperium as the seemingly unstoppable disease spreads across the galaxy.

USING FORCE ORGANISATION CHARTS & THE ARMY LISTS

We realise that most of you, well at least we hope you are, hoary old hardened veterans of many games and campaigns and really don't need to be told how to use the army lists or the force organisation charts. However, just in case your mum/kid brother/visiting cousin has recently hit you over the head with your Thunderhawk gunship (40K scale), here's those rules again, in really teeny-weeny print of course!

The army lists are used in conjunction with the Force Organisation chart from a scenario. Each Force Organisation chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark-toned box means that you must make a choice from that section.

To make a choice, look in the relevant section in the army list and decide what unit you wish to have in your army, how many models there will be in the unit, and which upgrades that you want (if any). Remember that you can not field models that are equipped with weapons and wargear that is not shown on the model. Once this is done

subtract the points value of the unit from your total points, and then go back and make another choice. Continue doing this until you have spent all your points. You're then ready to lead your Genestealer Cult. Each army list entry consists of the following:

Unit Name: The type of unit, which may also show a limitation on the maximum number of choices you can make of that unit type (0-1, for example).

Profile: These are the characteristics of that unit type, including its points cost. Where the unit can have different warriors, there may be more than one profile.

Number/Squad: This shows the number of models in the unit, or the number of models

you may take for one choice from the Force Organisation chart. Often this is a variable amount, in which case it shows the minimum and maximum unit size.

Weapons: These are the unit's standard weapons.

Options: This lists the different weapon and equipment options for the unit and any additional points cost for taking these options. It may also include an option to upgrade one squad member to a character. If a squad is allowed to have models with upgraded weaponry (such as special weapons), then these must be given to ordinary squad members, not the character.

Special Rules: This is where you'll find any special rules that apply to the unit.

GENESTEALER CULT ARMOURY

Genestealer characters may pick up to two single-handed weapons from the list below. In addition, each character may be given up to 25 points worth of items of wargear or 50 points for the Magus, unless otherwise noted in their army list entry. You may not take duplicate items of wargear for the same model.

Single Handed Weapons

Bolt Pistol	2 pts
Close Combat Wpn	1 pts
Laspistol	1 pts
Plasma Pistol*	15 pts
Power weapon	15 pts
Power Fist	2 pts



Double Handed Weapons

Autogun	2 pts
Boltgun	3 pts
Combi-Weapon*	
Bolter-Flamer	12 pts
Bolter-Grenade Launcher	12 pts
Bolter-Plasma Gun	17 pts
Bolter-Meltagun	17 pts
Lasgun	2 pts
Shotgun	2 pts
Storm Bolter*	10 pts

(For details of the new items in this armoury please see the Wargear section on page 15)

Wargear

Carapace Armour	12 pts
Frag Grenades	2 pts
Krak Grenades	3 pts
Master Crafted Wpn (Magus Only)	20 pts
Melta Bombs	7 pts
Patriarch Ichor Vial (one per cult)	40 pts
Cult Relic*	16 pts
(Relic Bearer only)	
Scanner*	5 pts
Targeter*	7 pts

*Magus or Hierarch only

Vehicle Upgrades

Many cult vehicles may be fitted with the following additional equipment. Any upgrades must be represented on the model.

Sacred Item	15 pts
Extra Armour	5 pts
Pintle Mtd Storm Bolter	15 pts
Rough Terrain Modifications	5 pts
Searchlight	1 pts
Smoke Launchers	3 pts

GENESTEALER CULT SPECIAL RULES

Genestealer Cults forces do not operate like normal armies, as they represent the fanatical members of the underground revolution masking itself as a religion. They combine strong hypnotic and genetic ties between the troops and their leaders with a near total lack of military training or properly maintained weaponry. This results in several special rules for Cults in battle.

THEY KILLED THE FATHER!

Genestealer Cults are very much driven by the strong (if not hypnotic) leadership of its elders, especially the Magus and Patriarch. Cult members are instilled with a religious belief in the divinity of these creatures from the start. Obviously seeing them die in battle is unsettling at the least, but it can also lead the Cult to insane acts of bravery in the name of vengeance. If the Magus and Patriarch are both killed, at the moment the last has died all Brood Brother units and Hybrid Broods (but not Genestealer Broods) must take a Morale test with the following (possibly cumulative) modifiers:

- 1 if the unit is below 50% of starting strength
- 1 if the unit is Pinned or Falling Back

If this special test is passed, the squad will automatically pass any and all further Morale

tests required for the rest of the game. If failed, the squad will Fall Back immediately, though they can Regroup in later turns as normal using their own normal Leadership. If the squad was engaged in an Assault at the time, enemy units in the Assault may not Advance (as the unexpected retreat takes them by surprise), but may Consolidate.

OUR FATHER WATCHES US, LET NONE FAIL HIM!

As long as any member of a Brood Brother unit is within 12" to either the Magus or the Patriarch, they count as having Leadership 10 for all Morale checks and tests to Regroup after Falling Back. This counts for Heavy Weapon teams as well as regular units, but can be modified as normal (outnumbered, below 50%, etc). These units can also test to Regroup even if they are below 50% of starting strength or within 6" of an enemy unit, but again only if they are within 12" of the Magus or Patriarch. Note this does not affect any other Leadership-based tests such as Pinning checks.

Important Note: Genestealer Cults need not be lead into battle by the Magus or Patriarch. In the case of neither of them in play, all of the above rules would be ignored. Hierarchs will not give any of the above special benefits, nor will their deaths require any special tests to be made.

GENESTEALER CULT SPECIAL RULES (CONT)

POOR MAINTENANCE (OR, 'VR00000MMMM ... SPLITTER, SPLITTER, STALL...')

Cults usually have little time or expertise to maintain any vehicles they may steal or capture. This generally results in erratic performance on the battlefield. To represent this, after moving a Cult vehicle in the Movement Phase, roll 2D6. On a roll of a '2', the vehicle has breathed its last, and is Immobilised for the rest of the game. Otherwise, it can continue to operate as normal. This rule does not apply to the Cult Limousines – as you can imagine, the Cult Leaders make sure these vehicles are very well maintained!

PSYCHIC POWER: HYPNOTIC GAZE

Both the Magus and Patriarch are psykers, and have the special power Hypnotic Gaze. This can be used in any Assault Phase after all models have moved but before any combat takes place. The Magus or Patriarch locks eyes with one enemy model in base contact with him, attempting to take over his mind! If the Cult psyker passes a Psychic Test, that enemy will need to roll 6's to strike hits in that Assault round. If the test was successful, and the roll is also higher than the enemy's Leadership, then the enemy cannot strike any blows at all – his will has been completely overpowered by the Hive Mind! The Cult psyker can still attack as normal, even if the test is failed.

The power will only work on living creatures – so Vehicles, Demons, Necrons, Thousand Sons, Avatars, Wraithguard, etc. are not effected. Tyranids creatures of any type are not effected by the power either. Note that it only lasts one round – the user will have to test again each new round, but he can test in the enemy's Assault phase as well as his own.

Why play a Genestealer Cult Army?

Hmmm, good question actually. You certainly won't have the best troops in the game, or the best weapons. You'll also need to make most of the figures up yourself. So what do you get?

If you're a fellow bug player, you've probably always been envious of all those tanks and guns the other side have, and this is your chance to get your hands on a few of them. You can essentially create an Imperial Guard army in the guise of your Cult. Cults are a nice blend of Imperial and alien forces, with a little Orky randomness mixed in.

RENDING CLAWS

Genestealer Claws are razor sharp, able to shred even Terminator Armour. Any attacks from Genestealer which roll a 6 to hit will wound automatically and ignore armour saving throws. Other attacks which hit on a roll other than 6 must roll to wound as normal and the victim receives their normal armour saving throw. When rolling to penetrate vehicle armour, if a 6 is rolled then the user can add an additional D6 to the score (thus giving Strength + 6 + D6 in all). Both Genestealers and the Patriarch are armed with Rending Claws as noted below. Note – having Rending Claws on any model (Genestealers, Patriarch, etc) does not give them an additional attack, only what is listed in the profile.



HYBRID LEADERS

Many Brood Brother units have the option to be lead by a Genestealer Hybrid, assigned by the Magus to oversee the faithful and inspire them to greater acts of bravery. This will be noted in the unit description, along with which types of Hybrids are allowed as a Leader for the unit and the extra points cost for that model. A unit can be lead by only a single Hybrid Leader, and the Leader can never leave the unit. Hybrid Leaders are armed with a Laspistol or Autopistol, wear Flak Armour (5+ Save), and can select items from the Armoury as normal. Note that a Hybrid Leader is not an upgrade of an existing model in the unit – it is an additional model.

the sense to get out! Your masses of vehicles will always pick the worst times to fall apart too, of course, but hopefully not before they've ripped up the enemy nicely.

Genestealer Cults are attempting to overthrow the local governmental authorities (and anyone else in the way as well!). There is a subversive delight in plotting the revolution, as the Cult rises from its hidden power base in its bid for conquest.

Undaunted, they fight onwards under the gaze of the all-seeing hypnotic gaze of their inhuman leaders. Let them sweep the unbelievers from the land. Any not part of the Cult are against it, and must die!



After several generations, the reproductive cycle of the Genestealer flows from near bestial hybrids to near human appearing offspring before producing more Purestrain Genestealers, thus recreating the cycle anew. By their nature genestealers seek out Psychically attuned individuals. Within a few generations, this results in the emergence of a Magus – human looking but possessing some of the best qualities of the parent breed and his true Genestealer heritage. Totally immersed in the Brood collective mind and possessing strong psychic abilities, the Magus serves as the translator of the Patriarch's will to the Cult, driving them on towards greater levels of power. The Magus leads the Cult into the spotlight, openly gathering followers and support from the surrounding communities until the Cult makes its final move to take control.

O-1 GENESTEALER MAGUS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Genestealer Magus	40	3	3	3	3	2	4	1	9	5+
Initiate Bodyguard	5	2	2	3	3	1	3	1	6	6+

Weapons: The Magus is armed with a Laspistol or Autopistol and wears Flak Armour (5+ Save).

Options: The Cult Magus may select from the Armoury as normal - he is very willing to take the finest weapons found or captured by the Cult (even if he probably isn't very good at using them).

SPECIAL RULES

Independent Character: Unless accompanied by a bodyguard the Genestealer Magus is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.

Psychic Power: Hypnotic Gaze. See Special Rules section above for details.

'He who runs away...' The Magus has the best chance to reform the Cult if the battle goes badly. Thus the Magus can make a Voluntary Fall-Back by making a successful Leadership Test, leaving behind his Bodyguard to keep on fighting in an Assault and buying him time to escape. He will automatically Regroup after this movement has ended, or if he reaches the edge of the board. Note that this rule cannot be used unless the Magus is joined by a Bodyguard – no others are sufficiently fanatical enough to ensure his safe retreat from the hazardous melee.

BROOD BROTHER INITIATES BODYGUARD

Fanatical Cult defenders are utterly devoted to the Magus, these Brood Brothers are chosen for their devotion, not necessarily their fighting skill (or intelligence). While they do gain access to better equipment, they know they are there to primarily protect and die for their Magus – a duty they are ready to perform without hesitation.

Squad: An Initiates Bodyguard unit consists of 5-10 models, at 5 pts each

Relic Bearer: One Bodyguard Initiate not carrying a Heavy Weapon has been honoured for his total devotion to the Cult and may be upgraded to a Cult Relic Bearer and he may carry a Cult Relic chosen from the Cult Armoury list.

Weapons: Bodyguard Initiates are armed with either a Lasgun, Autogun, or Shotgun and wear Flak Jackets (Armour Save 6+). Any member can exchange his weapons for a close combat weapon and either a Laspistol, or Autopistol for free.

Options: Any Bodyguard Initiates may substitute their pistol for a Bolt Pistol or Boltgun at +3 pts.

Up to 2 Bodyguard Initiates can also substitute their Close Combat Weapon for a Power Weapon at +15 pts.

Up to two Bodyguard Initiates may upgrade to one of the following weapons at the points cost indicated: Flamer (+6 pts), Meltagun (+13 pts), Grenade Launcher (Krak/Frag) (+13 pts), Plasma Gun (+13 pts). No more than one of the same weapon may be chosen for the unit though.

Up to one Bodyguard Initiate may upgrade to one of the following Heavy Weapons at the points cost indicated: Lascannon (+30 pts), Autocannon (+30 pts), Missile Launcher (+20 pts), Heavy Stubber (+10 pts), Heavy Bolter (+20 pts)

The entire unit may be armed with any of the following: Frag Grenades (+1 point per model), Krak Grenades (+2 points per model).

SPECIAL RULES

'We fall so that He may live' Their absolute faith in the Cause means they will never Fall Back for any reason, and thus prevent the Magus from Falling Back too (unless Voluntarily, see above). When the unit is hit by ranged fire, the Cult player may apply up to 3 hits per Bodyguard Initiate before having to allocate any hits on the Magus. In an Assault, after all models have moved the Cult player may swap the Magus with another Bodyguard Initiate model to represent the fanatical defender rushing forward to protect his Master from harm. The same thing may be done when the unit is hit by any template or area affect weapons – after the template/marker is placed in final position, the Cult player may swap the Magus with a Bodyguard Initiate.

Transport: If a Bodyguard is taken, they & the Magus may ride in a Cult Limousine (see below) for +15 points.

0-1 GENESTEALER PATRIARCH

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Patriarch	50	6	0	5	5	3	5	2	10	5+
Genestealer	16	6	0	4	4	1	6	2	10	6+

Weapons: Rending claws and a bad attitude.

SPECIAL RULES

Independent Character: Unless accompanied by a bodyguard the Genestealer Patriarch is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.

Psychic Power: Hypnotic Gaze. See Special Rules section above for details.

Unwavering Strength of Will: A Patriarch will never Fall Back, no matter the reason. As long as he is alive, any unit he leads will never Fall Back either.

Note: Due to increased bulk and age, the Patriarch cannot use any of the special Cult Genestealer movement & reserve rules. This means that none of the Genestealers in his Bodyguard (see below) can use them either – their total devotion is to his safety.

GENESTEALER BODYGUARD

The Patriarch may be accompanied by a small cadre of his progeny. This unit of Genestealers can be from 3-12 models at 16 points each.

Transport: If a Bodyguard is taken, they & the Patriarch may ride in a Cult Limousine (see below) for +15 points.

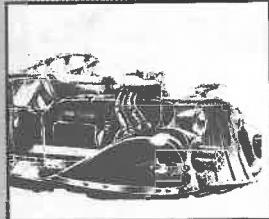


Oldest, wisest, most revered of all – the Father of the Brood. This ancient Genestealer is the primogenitor of the Cult, guiding them behind the scenes for years on years. Now that the Magus has arisen, the Ancient One feels the call of the stars again and spurs his children to battle. Only the massive clash of claws on flesh can ignite the Brood Overmind to shining brilliance, a beacon for guiding the true Masters to the planet and the rich feeding ground their servants will prepare for them.

Genestealer Cults



There is much work involved with leading the Revolution, and even the most skilled Magus cannot do everything. Thus Cults usually have several able lieutenants to lead Cult forces on important actions such as weapon depot raids and sabotage missions. Hierarchs are nearly-human looking Hybrids which usually only appear after several generations of the insidious Genestealer reproductive cycle. They do not share any of the Telepathic skills of the Magus, but the other gifts from their alien heritage result in them becoming skilled fighters ready to lead Cult units into battle.



Cults often convert a few posh urban vehicles into special transports, to carry Cult members in secrecy (especially those they do not want prying eyes to see, such as Purestrain Genestealers). When the Cult is ready to attack these vehicles are equipped with armour plating & cannibalised tank fittings, to become useful in the fight. While slowed by the additional armour, their unique fittings allowing them to transport high-ranking Cult forces around the battlefield or to distant combat zones relatively quickly.

(Next issue Tim will tell you how to make these Limos! – Ed)

GENESTEALER HIERARCH

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Genestealer Magus	20	4	3	3	3	1	4	1	8	5+
Initiate Bodyguard	4	2	2	3	3	1	3	1	6	6+

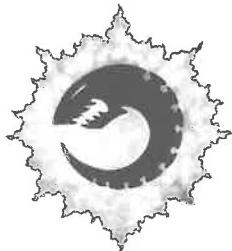
Weapons: The Hierarchy is armed with a Laspistol or Autopistol and wears Flak Armour (5+ Save).

Options: May select from the Armoury as normal.

BROOD BROTHER INITIATES BODYGUARD

(See Genestealer Magus entry for details)

Transport: If a Bodyguard is taken, they & the Hierarchy may ride in a Cult Limousine (see below) for +15 points.



TRANSPORT COVEN LIMOUSINE

	Pts/Model	Front Armour	Side Armour	Rear Armour	BS
Limousine	+15	10	10	10	2

Type: Generic vehicle, may only move 12" in the movement phase, cannot perform Tank Shock, counts as open-topped.

Crew: Brood Brother driver.

Transport: Magus/Hierarch and bodyguard (up to 8 models), or the Patriarch and up to 5 Genestealers.

Weapons: None! Crew may shoot out of the windows etc...

Options: To preserve their secrecy the Limos are never upgraded with additional equipment.



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GENESTEALERS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Genestealer	16	6	0	4	4	1	6	2	10	5+

Squad: A brood consists of 3-12 Purestrain Genestealers.

Weapons: Rending Claws.

SPECIAL RULES

Master Predator: Like most Tyranid bio-constructs bred as predators, Genestealers are incredibly fast and effective in battle. Cult Genestealers, which have been raised as gods by their devoted worshippers, are even more potent due to their careful nurturing. A Genestealer brood can choose to either move an additional D6" in the Shooting Phase (ignore any terrain modifiers), or remain stationary and gain a 5+ Cover Save even if in open ground, unless they are in close combat. Note that if the latter is chosen, they will count as being in cover (and thus strike first if assaulted in the current or following turn, etc.). Cult Genestealer broods also roll an extra D6 when moving through terrain.

Hive Mind Link: Cult Genestealers are fully immersed in the totality of the Hive Mind that guides all Cult actions. They need no direction in battle, and are always at the forefront of any combat. In any game where the Reserve rules are in use, the Cult player may bring on any Genestealer broods in any turn desired after the first without needing to roll for them. Any broods not brought into play before the end of the game though count as being destroyed for Victory Purposes.



They are the purest warrior – no remorse or pity, only blinding speed, clashing teeth and ripping claws. Almost unstoppable in combat, they also serve a more important, sinister purpose. Genestealers are driven to infect and corrupt other races with their genetic material in order to reproduce. Nearly immortal and able to survive even in the most inhospitable environments, they roam the galaxy on Space Hulks. Moving from planet to planet, they work to undermine planetary populations and make way for the advance of the dreaded Tyranid Hive Fleets.

GENESTEALER HYBRIDS										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Hybrid Neophyte	12	4	2	3	3	1	5	2	8	5+
Hybrid Acolyte	10	3	3	3	3	1	4	1	8	5+



Unit: A Hybrid unit consists of 5-20 Genestealer Hybrids. Note that these can be any mix desired of Acolytes & Neophytes.

Weapons: Each Hybrid is armed with either a Lasgun, Autogun, or Shotgun and wears Flak Armour. Any member can exchange his weapons for a close combat weapon and either a Laspistol or Autopistol for free.

Options: Any Hybrids may substitute their pistols for Bolt Pistols (+2pts).

Up to 2 Hybrids in the unit may upgrade to one of the following: Lascannon (+35 pts), Autocannon (+25 pts), Multi-Melta (+40 pts, only one per unit), Missile Launcher (+25 pts), Plasma Cannon (+40 pts, only one per unit), Heavy Stubber (+15 pts), Heavy Bolter (+20 pts), Flamer (+9 pts), Grenade Launcher with Krak/Frag rounds (+12 pts), Plasma Gun (+14 pts), Meltagun (+14 pts).

The entire unit may be armed with any of the following: Frag Grenades (+1 point per model) or Krak Grenades (+2 points per model).

Leader: One Hybrid may be upgraded to a unit leader and given equipment from the Armoury.

Transport: The entire unit (if 12 models or less) may be transported in a cult truck for +20pts.

When infected with Genestealer DNA, the host's own genetic makeup is subverted to produce more alien offspring. The first generation Hybrid offspring resembles a Genestealer. Each successive generation though grows more to resemble the parent host race, until by the 4th generation they are almost identical. These hybrids can readily mix with the host population. After the 4th generation, the next produces more Purestrain Genestealers thus continuing the cycle.

Hybrids serve to bind the Cult together with brood telepathy. While they are not as deadly as Genestealers they are still fierce combatants and will fight to further the cult.

TROOPS



Cults often infiltrate the trained members of any military forces in the area, as they know in the coming rise to power both their combat skills and access to weapons will be invaluable. These are usually local members of the Planetary Defence Forces (PDF), but can also be local Adeptus Arbites detachments, or even Imperial Guard regiments stationed on the planet. Cults often find it difficult to convert large numbers of these forces to the cause, but their actual military training (compared to the lack thereof for the rest of the Cult) more than make up for their lack of numbers. They serve a key role in arranging for proper military strategies for the Magus, and also alerting the Cult of any possible signs that the true nature of the Cult has been detected by local authorities.

0-2 BROOD BROTHERS COMRADES UNITS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Hybrid Neophyte	12	4	2	3	3	1	5	2	8	5+
Hybrid Acolyte	10	3	3	3	3	1	4	1	8	5+
Comrade	8	3	3	3	3	1	4	1	8	5+

Squad: The Squad consists of 5-10 models, and can be lead by a single Hybrid Acolyte or Neophyte.

Weapons: Comrade units are armed with either a Lasgun, Autogun, or Shotgun and wear Flak Armour (Armour Save 5+). Any member can exchange their original weapon for a close combat weapon and either a Laspistol or Autopistol at no extra cost.

Options: Any number of models can upgrade to a Bolter for +3 points. One model in the unit may have one of the following: Flamer (+3 pts), Meltagun (+8 pts), Plasma Gun (+8 pts), Grenade Launcher (Krak/Frag, +8 pts)

Two members can form a Heavy Weapons team, together also armed with one of the following: Lascannon (+20 pts), Autocannon (+15 pts), Missile Launcher (+15 pts), Heavy Bolter (+10 pts), Multi-Melta (+50 pts), Plasma Cannon (+45 pts). See Codex: Imperial Guard for details on two-man heavy weapon team rules.

The entire unit may be armed with any of the following: Frag Grenades (+1 point per model), Krak Grenades (+2 points per model).

Leader: If the unit has a Hybrid leader he may be given equipment from the Armoury.

Transport: The unit (and Leader) may be transported in a Cult Truck for +20 pts. See below for descriptions. This will not count as a further Troops selection.



Fanatical Brood Brothers advance lead by their Neophyte

BROOD BROTHERS INITIATES										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Hybrid Neophyte	12	4	2	3	3	1	5	2	8	5+
Hybrid Acolyte	10	3	3	3	3	1	4	1	8	5+
Initiate	4	2	2	3	3	1	3	1	6	-

Squad: The unit consists of 10-50 models, and can be lead by a single Hybrid Acolyte or Neophyte.

Weapons: Each member is armed with either a Close Combat weapon, Laspistol or Autopistol. Note you are free to mix weapons in the unit – Initiate units rarely if ever all have the same weapon. Also note that Initiates do not wear any armour, and thus do not normally get any saving throws when wounded.

Options: Each Initiate armed with a Close Combat Weapon may take one additional Close Combat Weapon for +1 point. If they are armed with a Laspistol, or Autopistol they may also take a Close Combat Weapon at +2 points.

Any number of models may upgrade to one of the following weapons for +1 point: Lasgun, Autogun or Shotgun.

One model in the unit may have one of the following weapons: Flamer (+6 pts), Grenade Launcher (Krak/Frag, +8 pts), Bolter (+3 pts).

One Initiate may have a Heavy Stubber at +6 points per weapon (see Codex Armageddon).

Instead of taking any Heavy Stubbers, units with a Hybrid Leader may have a single member armed with one of the following: Lascannon (+17 pts), Autocannon (+12 pts), Missile Launcher (+12 pts), or Heavy Bolter (+10 pts).

The entire unit may be armed with Firebombs for +1 point per model.

Relic Bearer: One Initiate not carrying a Heavy Weapon has been honoured for his dedication to the Cult and may be upgraded to a Cult Relic Bearer. He may carry into battle a Cult Relic chosen from the Cult Armoury list.

Character: If the unit has a Hybrid leader he may be given equipment from the Armoury.



SPECIAL RULES

Infiltrate: As the Initiates closely resemble humans (or Orks or Eldar), they can often approach the enemy without the enemy forces actually believing them to be hostile. Many are actually skilled in this (ex-gang members especially). Of course, if a Hybrid is leading the unit this can be more difficult than normal, but the heavy robes most Cults adopt can keep him disguised until the unit is ready to act. One (and only one!) Initiate unit may then *Infiltrate* (if the scenario allows it), as long as the unit does not have any Heavy Weapons or a Relic Bearer, contains 20 or fewer models, and is not in a vehicle. Even the dimmest Ork might think a very large group of humans scuttling towards them would look suspicious!



The bulk of any Cult is made up of ordinary people caught up in the Cult's recruitment. Some are common criminals, hive-gangsters, deluded revolutionaries, or those with simply nothing else to lose. Like all Brood Brothers, they are implanted with the Genestealer seed, and many have been proud parents to hybrid offspring. As access to weapons for the Cult is limited, and the finest weapons found or captured are usually given to the leaders and trained members, the Initiate units are often poorly equipped. Though they have no real training in military matters, their fanatical zeal and weight of numbers will usually see them through.

FAST ATTACK



Sentinels are a common sight in most Imperial Guard forces, usually standing out in patrols from advance forces. As they are often out on independent patrol, their pilots can fall prey to Genestealer attack and once implanted with the alien seed become valued Cult members.

Bikes are a common combat transport throughout the Imperium, ranging in use from Adeptus Arbites police forces to underground gangs or criminal elements. They (and their riders) are often absorbed into the Cult, where they provide a hard-hitting, fast moving force to augment their slower moving Brood Brothers.

0-1 SENTINEL SQUADRON

Profile	Points	WS	BS	S	T	Armour			I	A
						Front	Side	Rear		
Sentinel	35	3	3	5	3	10	10	10	3	1

Squadron: 1-3 Sentinels per Squadron

Type: Open-topped, Walker

Crew: One Brood Brother Comrade

Weapon: Each Cult Sentinel must be armed with one of the following weapons: Multi-laser at +10 pts or Heavy Flamer at +5 pts.

Options: Sentinels can only take the following upgrades: Extra Armour, Searchlight, Smoke Launchers, Hunter-Killer Missile, Rough Terrain Modifications.

SPECIAL RULES

Scouts: Sentinel pilots are usually at the forefront of any fighting force, scouting out the advance terrain and picking out good deployment locations. As such, they may use the special Sentinel Scouting rules from Codex: Imperial Guard.

BROOD BROTHERS BIKERS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Hybrid Acolyte Bike & Sidecar	20	3	3	3	3(4)	1	4	2	8	4+
Initiate Biker	10	2	2	3	3(4)	1	3	1	6	6+

Unit: 3-12 Cultist Bikers per unit.

Weapons: Each member is armed with either a Laspistol or Autopistol. Note you are free to mix weapons in the unit – Initiates rarely if ever all have the same weapon. They wear Flak Jackets (6+ Save).

Options: Any number of models may exchange their weapons for either a Shotgun, Lasgun, or Autogun for +1 point. One model in the unit may have one of the following: Grenade Launcher (Krak/Frag, +8 pts), Flamer (+8 pts), or Bolter (+3 pts).

The entire unit may be armed with Firebombs for +1 point per model.

Character: The unit can be lead by a Hybrid Acolyte. He rides in a special Sidecar, driven by an Initiate Cult Biker. Like all Hybrid Leaders this is an additional model added to the unit, not an upgrade of an existing member. The combination of bike & sidecar counts as a single model and follows normal movement rules for Bikes. The model in the sidecar determines the profile, with +1 Toughness (as per normal bikes) as well as +1 Attack and +1 to his regular Armour Save. The Hybrid may be given equipment from the Armoury.

Important Note: Cult Bikers do not have any weapons mounted on them; they only have the weapons the riders carry.

SPECIAL RULES

Cult Bikers ride Bikes (what, you were thinking they were riding Dreadnoughts?), and gain all regular special rules for them from page 94 of the 40K Rulebook.

Another common Cult improved vehicle is a simple civilian transport, with a large open bed in the rear to carry Initiates into battle. Some armour is added and often the ubiquitous Heavy Stubber as well, to finish off the conversion into Cult usage. While not as well armed or armoured as other Cult vehicles, they are cheap and more readily available. In combat, they thunder across the battlefield in a torrent of kicked-up gravel as the Initiates in the rear hang as best they can, trusting their lives to the Patriarch for protection!

CULT TRUCKERS

	Pts/Model	Front Armour	Side Armour	Rear Armour	BS					
Truck	+20	9	9	9	2					
Crew	Points	WS	BS	S	T	W	I	A	Ld	Sv
Initiate	4	2	2	3	3	1	3	1	6	-

1 Battle Truck per Squadron

Type: Open-topped, Fast

Crew: Brood Brother Initiates

Transport: Each Cult Truck must carry 5-10 Brood Brother Initiates at +4 points each.

Weapons: Each transported Initiate is armed with either a Close Combat weapon, Laspistol or Autopistol. Note you are free to mix weapons – Initiate units rarely if ever all have the same weapon.

Options: As Brood Brothers.

HEAVY SUPPORT

0-2 BROOD BROTHERS HVY WPN TEAMS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Hybrid Neophyte	12	4	2	3	3	1	5	2	8	5+
Hybrid Acolyte	10	3	3	3	3	1	4	1	8	5+
Comrade	8	3	3	3	3	1	4	1	8	5+

Squad: The squad is formed from 1-3 Heavy Weapons teams, with each team consisting of a crew of 2 Brood Brother Comrades. See Codex: Imperial Guard for details on two-man heavy weapon team rules.

The squad can be lead by a single Hybrid Acolyte or Neophyte.

Weapons: Each model is armed with either a Lasgun, Autogun, or Shotgun and wears Flak Armour, and one Heavy Weapon per team: Autocannon (+25 pts), Lascannon (+30), Heavy Bolter (+15), Missile Launcher (+20). The weapon cost is added to the 15 points per crew pair to arrive at the total weapon cost.

Character: If the unit has a Hybrid leader he may be given equipment from the Armoury.

LEMAN RUSS

	Pts/Model	Front Armour	Side Armour	Rear Armour	BS
Leman Russ	110 +Weapons	14	12	10	3

Type: Tank

Crew: Brood Brother Comrades

Weapons: The Leman Russ must be armed with a single turret-mounted weapon for the following cost: Battlecannon +40 points, or twin-linked Autocannon +20 points. You must also equip it with a single hull mounted weapon: Heavy Bolter +5 points or Lascannon +15 points

Options: You may upgrade the Leman Russ with a pair of sponson weapons at +10 points for either pair of weapons: Heavy Bolters or Heavy Flamers.



Trained Cult members are often assigned to provide long range support to the advancing forces. PDF members will usually have training for these common heavy weapons, and better yet easy access to them! Cults commonly send raiding parties to liberate stored weapons from local depots.

Once the Cult has infiltrated military units, the next step is to gain access to weapons depots and storage yards. Soon, local materiel officers find a dramatic increase in missing parts and vehicles on remote exercises or transferred to other commands. All of these of course being siphoned to the growing Cult force. Other vehicles are salvaged in battle. The Cult rarely if ever gains combat access to the more rare and valuable tank types, due to higher security and scrutiny (and difficulty in operation, too!), thus most Cults only field the more common Imperial tanks. But once repainted in Cult colours (usually Blue and Purple), they are invaluable in the fight!

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CAPTURED PREDATOR

	Pts/Model	Front Armour	Side Armour	Rear Armour	BS
Predator	110	13	11	10	3

Type: Tank**Crew:** Brood Brother Comrades.**Weapons:** Turret-mounted Autocannon. This can be upgraded to a twin-linked Lascannon turret for +20 points.**Options:** You may upgrade the Predator with a pair of sponson weapons: Heavy Bolters at +10 points for the pair, or Lascannons at +25 points for the pair.**CAPTURED RHINO**

	Pts/Model	Front Armour	Side Armour	Rear Armour	BS
Rhino	50	11	11	10	3

Type: Tank**Crew:** Brood Brother Comrades**Weapons:** The Rhino is armed with Storm Bolter**Options:** None.**Transport:** Up to 10 Cultists from a single unit, plus up to 2 characters attached to the unit.**Cult Tank Options:** All Cult Tanks listed above can take any of the vehicle upgrades from the Armoury list.**Transport:** Any vehicles listed with Transport capability can only carry the Magus, Hierarchs, Brood Brothers & Hybrids. They cannot carry Genestealers, or the Patriarch. And don't even think of transporting Brood Brother Bikers!**The Genestealer Cult advances behind its armour.**

GENESTEALER CULTS WARGEAR

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This section describes how all the Genestealer Cults specialised wargear works in the game. These rules tend to be more detailed than those included in the WH40K rulebooks, and supersede them if they are different. Any items not listed here function exactly as described in the WH 40K rulebook.

Patriarch Ichor Vial (one per Cult)

A small amount of ichor from the Patriarch is mixed with rare unholy herbs and forbidden chemicals to form a potent brew! Once per battle at any time in the Assault Phase the bearer may shatter the vial, releasing the fumes into the air. All Cult members (including Genestealers & Hybrids) belonging to any units with at least one model or open-topped vehicles within 2D6" of the Cultist who shattered the vial are filled with fanatical zeal from the vapours. Roll once on the table below to see what effects occur. After the turn ends, the vapours disperse and the effects are lost. Note that the Vial can be used in the opponent's Assault Phase if desired.

D6 Effects

1. +1 Initiative
2. +1 Attack
3. +1 Strength
4. +1 Weapon Skill
5. May re-roll any misses in the Assault
6. May re-roll any failed rolls to wound or to penetrate vehicle armour

Flak Jacket

Most Cults simply do not have the materiel access to ensure all members get normal Flak Armour, and thus many of the lower members must make do with cheaper substitutes constructed from whatever is at hand. While not as good as the real thing, the heavy material provides some modicum of protection and gives the wearer a 6+ Armour Save.

Heavy Stubber

(See Hive Militia in Codex Armageddon)

See Codex Imperial Guard for special rules for the following wargear items and special rules:

Carapace Armour, Combi-Weapon, Master Crafted Weapons, Scanner, Targeter, Heavy Weapon Teams.

Firebombs

While many Cults lack the expertise to make or the access to steal large supplies of Frag Grenades, it is very easy for Brood Brothers to create their own home-made incendiary devices from small (usually glass) containers of flammable liquids. Hurling them at enemy units in cover, the resulting flames buy some time as the Brood Brothers advance into Assault. The Cult uprising on Molto Prime saw these used to great effect. The planet's more famous fermented products were turned into thousands of lethal projectiles in the bid to overthrow the entrenched aristocratic government, and the battle cry of "Let them Drink Molto Cocktails!" was heard throughout the capitol city.

Firebombs in game play work exactly like Frag Grenades, but the resulting flames prevent any assaulting Cultists from Advancing, any Cult units involved in that Assault may only Consolidate. Firebombs are also more bulky and unwieldy than regular grenades, so they can only be used once per game.

Sacred Item

Before going into battle, many Cults remove sacred items from their covens to carry with them to battle on their vehicles, displaying their fanatical signs of devotion for the enemy to gaze on and despair. Commonly these are huge bells, once used to call the brood faithful to gather but now used to reinforce their faith in the Cult. Any unit with members within 6" of a vehicle mounted with a Sacred Item can re-roll their Morale Test after losing an Assault or after taking casualties in the Shooting Phase. Note that any given test can only be re-rolled once, no matter how many Items are within 6" of the unit.

Vehicle Upgrades

See Codex Imperial Guard and the Warhammer 40,000 Rulebook for special rules for the following vehicle upgrades

Extra Armour, Hunter-Killer Missile, Plinkle-Mounted Storm Bolter, Rough Terrain Modifications, Searchlight, Smoke Launchers



CULT RELICS

Most Cults have special icons or relics that serve to inspire the faithful. Before battle, special Brood Brothers are chosen to carry them as they launch their holy crusades against their oppressors. These chosen are called Relic Bearers, and only the most devoted are allowed this honour and duty. Relics are usually affixed to long poles for all to see, and can either be carried in one hand or strapped to the back of the Bearer, or his mount or bike. There can only be one Relic Bearer per unit, and thus only one Relic per unit. Note that Relic Bearers count as

Character models as well, but may only take a Relic from the Armoury.

No matter what form the Relics take (huge tomes bound in human skin or preserved parts of ancient Genestealers are popular) they serve to strengthen the resolve of the Cult members by reminding them of their past successes. If the unit carrying this Relic has just failed a Morale test and is Falling Back, after it has completed the Fall Back movement (but before the enemy decides to Consolidate or Pursue) it can take another Morale test to Regroup. They must take the test using their

own Leadership – the Our Father Watches Us rules cannot be used, and normal restrictions for Regrouping apply. Note this does not apply to beginning of the turn. Regrouping attempts, but to Falling Back from an Assault, as a result of casualties from enemy fire, etc.

Editor's Note to Tim H

Sorry old boy but we had to at least attempt to get the spelling correct because although this is an American list it's still written in English!

Scenario/Mission Special Rules

While Genestealer Cults are unlikely to ever gain access to Planetary or Strategic scale weapons, they often engage in numerous acts of sabotage which can create the same types of effects before a battle. Thus they can still use the Preliminary Bombardment rules if the scenario calls for them.

If Detachment rules are in use, the Cult force can still only have a single Magus and a single Patriarch. You can never have more than one of each in the entire army, no matter how large.

Genestealer Cults have a Strategy Rating of 1D6-1, and a Vehicle Leadership Value of 7 for campaign use. For Missions involving Sentries, Cults use 10 Brood Brother Initiates (Initiative 3).

Fighting against Tyranid Forces – though not common, it is possible for the natural chemical or electromagnetic peculiarities of a planet to produce a mutated Cult that is resistant or not-effected by the Tyranid Hive Mind. Thus it is possible to have Cults fighting against their newly arriving Tyranid masters! All normal rules apply for these combats (though the Hive Mind is probably very puzzled by what is happening!). By the same token, Genestealer Cults can fight against each other (each being sure it is the true Cult, and the other a fraud).

+++Director, Divisio Ocular – EYES ONLY

The following are my personal comments to your Lordship only. Overall, while the sheer zeal of this new cult can feel disturbing at first, I see little cause for worry. As noted above, they have high marks from the regional governor of their originating province – several of the higher ranking officials are openly strong members of the cult, but continue of course to be loyal to your Lordship. Their basic tenets do not conflict with the Imperial Creed, though several members of the Ministorum locally have differing opinions on that matter as I'm sure your Lordship is aware.

This 'Brotherhood of the Faithful' preach honest toil, respect for elders, humility, and self-reliance. I was allowed to visit one of their countryside retreats, and observed the membership in action. All were very properly subservient to me as a recognised agent of your Lordship, and no attempt was made to hide or conceal anything. I also viewed several church services, and while there were not enough specific praises to the Emperor of Man for my personal tastes, their more general calls to serve the 'All-Father' were plentiful and enthusiastic. When queried, I was told this was the overall name they used in their faith for the Emperor or even your Lordship. They feel strongly in following the single leading figure in the culture evidently.

Many of the ranking officials wanted to press upon me their dedication to your Lordship, I got the feeling they were worried they might be targeted as heretics. During my meeting with Brother Baranto, the young leader of the movement (see transcript above), I got the same feeling, but more of a confident tone of the fundamental and righteous nature of his faith. Very well spoken, as well as a strongly charismatic fellow. This undercurrent of absolute and utter conviction is one of the things that has made this group grow so well in my opinion. As noted above, it started out some years ago as an odd cult of re-birth and renewal through faith, represented by the 'snake swallowing its own tail' symbol. [Again, I'm still not sure exactly how long ago; some archived records we have contain clues indicating this could be an offshoot of an even older religious following dating back several decades at least] Some of the older members still cling to those older beliefs I would imagine, but has done much better since moving towards a more mainstream belief system.

Quite honestly, I think the main reason the Ministorum is so upset with this group is that they are simply becoming too popular, especially in the more remote areas away from the capitol. Since they follow the Imperial Creed, they cannot launch an overt attack on the group though. Thus my official recommendation for continued intensive monitoring and possible infiltration, so we can keep them satisfied by appearing to be closely watching the situation. But privately, I would recommend your Lordship not waste any more resources than the bare minimum. This 'Brotherhood' is just a passing fancy of the masses, and will fade on its own soon enough with time.

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THE DESTRUCTION OF ATHEL MARAYA

A Warhammer Siege Battle Campaign by Gav Thorpe

This campaign was originally written for the 5th edition of Warhammer but we have updated it so that you may use the 6th edition rules and army lists. You may find some references to the 5th edition Siege rules but this is merely to detail the scenarios to be played and we suggest you use the siege rules on page 247 of the Warhammer rulebook for the rules.

Beneath the fair Bretonnian town of Brionne lies the foundations of a much older settlement. Much older by far, for Brionne is built upon the ruins of Athel Maraya, one of the first Elven colonies on the shores of the Old World (or the New World as it was to the Elves).



Like all Elven colonies, Athel Maraya was a great port, and Elven ships from all across the world came and went, carrying exotic trade goods to and from Ulthuan. Riches from distant Cathay, precious stones from the Southlands and the finely made steel weapons of the Dwarfs of the World's Edge Mountains all passed through the waters around Athel

Maraya. It was this that was to bring doom upon Athel Maraya, for the Dwarfs began to see the colonists and merchants as thieves.

This all came about during the hate-filled years of the War of the Beard. Agents from Malekith, Witch-King of Naggaroth, waylaid Dwarf baggage trains and merchant convoys, disguised as their kin from Ulthuan. Bad blood began to separate the ancient races, and when the Phoenix King Caledor II refused to pay recompense for the Dwarfs' losses, shaving the beard of the Dwarf envoy as an added insult, the Dwarfs and Elves could only salve their battered honour with a long and costly war. Athel Maraya was well known to the Dwarfs, and as the main army of Morgrim, cousin of the slain Dwarf King's son, marched upon Tor Alessi, Morgrim led a contingent of his massive host to sack Athel Malaya.

The Elves were largely unprepared for this attack, as their scouts had reported the large Dwarf army making all speed to attack Tor Alessi. Morgrim's vanguard was just a few hours march away when the Warden of Athel Maraya, Lord Kiarell, learned of their approach. The alarm bells rang across the harbour and all but one of the ships docked there weighed anchor as soon as possible, laden with the women and children of the colony, seeking the safety of the open seas. Only Maurenghir, captain of the *Anarian*, stayed with his force of Seaguard to help with the defence of the beleaguered settlement.

Morgrim first tried to storm the walls of Athel Maraya with sheer force. His army deployed straight from its march and attacked the walls, even before the war engines were unlimbered and ready to fire. The Dwarfs wheeled the trunks of great mountain oaks towards the town, as arrows rained down from the walls in shining clouds. Swearing ancient oaths of vengeance, Morgrim himself led the assault on the gate, his family rune axe blazing with ancient power in his hands. However, Morgrim's rapid attack was to prove to be a folly, his army was tired from a forced march of several weeks and the defence, though hasty, was stalwart and prepared. Morgrim lost nearly a quarter of his force in the first assault before finally pulling his army back.

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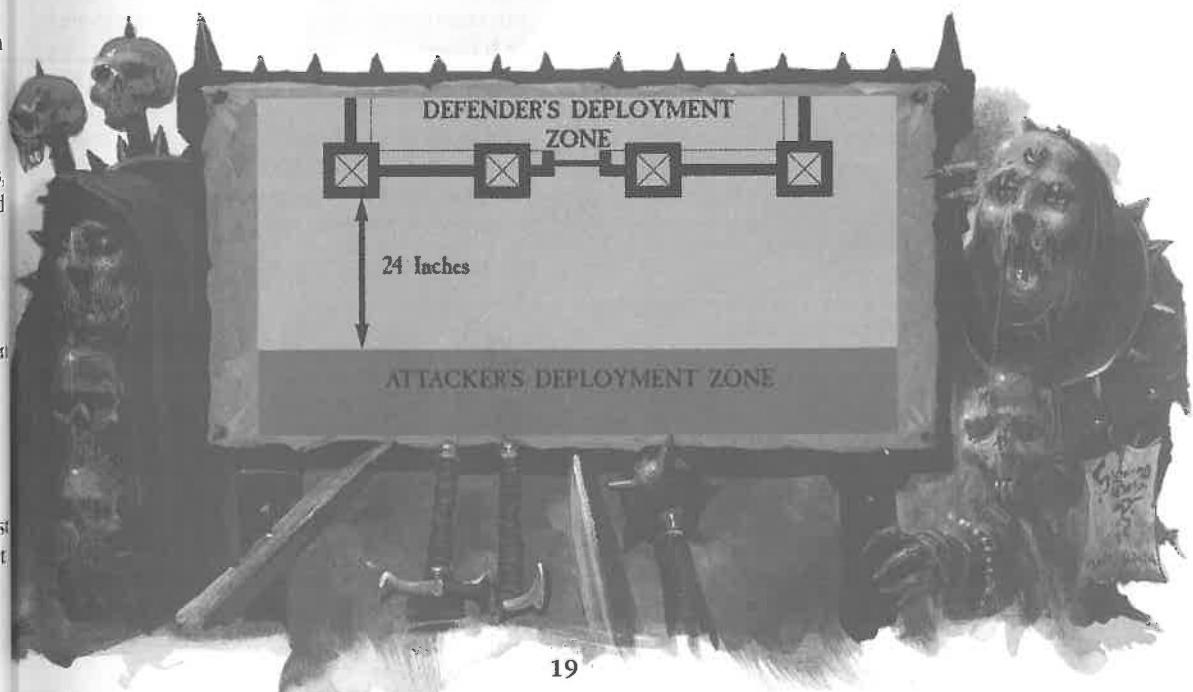
Thwarted in his attempts to achieve a swift and conclusive victory over the Elves, Morgrim fell back on more traditional Dwarf battle tactics. For three days his war engines pounded the walls, the stone throwers firing special runic shot that burst into flames on impact, setting fire to the wooden buildings around the harbour. For three whole days and nights the cannonade continued yet the walls of Athel Maraya held firm against the bombardment. Then, on the dawn of the fifth day of the siege, a great crack appeared in the eastern gatehouse. Lord Kiarell feared that soon the walls would be breached and the doughty Dwarf warriors would pour into the town, fuelled with the bitterness and thirst for vengeance only a Dwarf is capable of.

The bombardment could not be allowed to continue, the Dwarf war machines had to be silenced otherwise Athel Maraya would be lost. Also Kiarell had received word from Tor Alessi – the siege there had begun, but the Dwarfs were sorely missing the bulk of their war machines which were still at Athel Maraya. Morgrim would also know this, and if Kiarell could forestall the fall of Athel Maraya then Morgrim would be forced to lift the siege and march to the much grander prize of Tor Alessi. This would of course mean that Kiarell's own force would be free to harass the rear of the Dwarf lines at the other colony, aiding his kin in their battle. It all came down to silencing those war machines! Gathering his own retinue about him and supported by the warriors of the Anarian, Lord Kiarell ordered



the gates opened and sallied forth to destroy the Dwarfs' machineries of destruction.

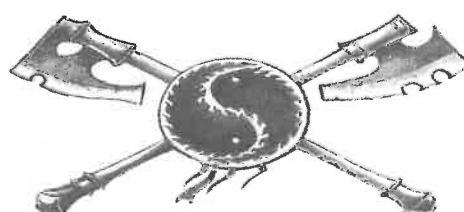
The thunder of the Silver Helms' hooves resounded across the fields outside as Kiarell led the charge. Before him were arrayed the Dwarf lines, commanded by Morgrim's nephew Snekki One-Thumb and the Engineer Guildmaster Olaf Greatnose. Morgrim himself was deep in conference with messengers from Tor Alessi when Kiarell attacked. The Elven lord had to destroy the war machines swiftly, before Morgrim arrived with more warriors, amongst them his fearsome personal bodyguard of Karak Izor Hammerers. While





Kiarell and the Silver Helms crashed into the armoured ranks of the Dwarfs, Maurenghir led his Lothren Elves to attack the flank of the foe, stopping them from surrounding the Elven cavalry. Cloud after cloud of arrows fell from the skies, accompanied by the whistling of bolts fired from the walls of Athel Maraya. With a crash of lances on shields the Silver Helms' charge hit home against the Longbeards of Snekki's own retinue, Kiarell himself singled out the Dwarf Lord and dealt him a severe blow with his enchanted blade. Isolated from their kin by the attack of the crew of the Anarian the Longbeards were forced back by the Elves, allowing the army of Athel Maraya to break through and head towards the war engines.

Just as Lord Kiarell had victory within his grasp, Olaf Greatnose made his presence felt. With an angry shout from their crews, the bolt throwers of the Dwarf army opened fire, smashing a swathe of destruction through the Silver Helms. Only Kiarell and his son, Alarnil, survived the fusillade. Yet Kierall and Alarnil fought on valiantly and with grim determination spurred their steeds towards the Dwarf crews who were desperately reloading their machines. Olaf himself stepped between the enraged Elven Lord and the Dwarf engineers, his axe crashing into Kiarell's ornate armour and sending him tumbling from his steed. Kiarell regained his feet in time to see Alarnil run the Dwarf Engineer through with his keen lance. However, his moment of triumph was short-lived. With a deep bellow of 'Throngi Karak Izor! Uzkuli a thagi Elgi!', Morgrim led his army on the attack.



The few surviving Elves were no match for the wrath of the Dwarf Lord's host, and as they marched steadily on the walls of Athel Maraya the stone throwers loosed another storm of boulders, smashing into the gatehouse once more. With a dull rumble the fractured tower began to topple, slewing sideways to smash upon the ground in a torrent of rubble.

Cheering heartily, the Dwarfs poured through the breach, slaying any Elf they came across. As the sun set and the Anarian carried away the handful of survivors including the badly wounded Alarnil, the shores of Athel Maraya were filled with the smoke of the burning town and the flames licked up the walls of the once-great Elven settlement. Athel Maraya had fallen to the Dwarfs and was no more.

REFIGHTING THE DESTRUCTION OF ATHEL MARAYA

The fall of Athel Maraya can be fought as a siege campaign between Dwarfs and High Elves. Elsewhere I've written details of the famous characters who took part in the battle, and below are some guidelines on army composition and which scenarios you can fight.

KIARELL'S HIGH ELF HOST

In any of the battles for Athel Maraya, the High Elf army may only take the following troop types:

Lords: Elf Prince Kiarell – special character.

Heroes: Alarnil, Battle Standard Bearer, and Maurenghir – special characters.

Core Units: Spearmen, Archers, 1 unit of Lothren Seaguard and 1 unit of Silverhelms.

Rare Units: Repeater Bolt Throwers.

MORGRIM'S ARMY OF KARAK IZOR

At the time of the War of the Beard, the Dwarf Engineers were still in the process of experimenting with black powder weaponry. Such devastating war engines were very rare, and most were found in the army of the High King Gotrek Starbreaker. The few cannons and organ guns from Karak Izor were taken directly to Tor Alessi and did not take part in the siege of Athel Maraya. To represent this, Morgrim's army may only take the following:

Lords: Morgrim, King of Karak Izor – special character.

Heroes: Snekki One-Thumb and Olaf Greatnose, Guildmaster Engineer – special characters.

Core Units: Dwarf Warriors, 0-1 units of Dwarf Miners.

Special Units: 0-1 units of Trollslayers, 0-1 units of Longbeards, 0-1 units of Hammerers, 0-1 units of Iron Breakers, any number of Bolt Throwers and Stone Throwers.

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Morgrim 250 points King of Karak Izor

Morgrim was the grim and dour King of Karak Izor and he had lost many kinsmen to the ravages of the Dark Elf raiders. Being a stubborn Dwarf naturally Morgrim had to take his revenge upon all of the cursed Elgi.

	M	WS	BS	S	T	W	I	A	Ld
Lord	3	7	4	4	5	2	4	4	10

EQUIPMENT: Morgrim wears heavy armour, carries a shield and the Axe of Karak Izor and wears the Silverbolt Helm.

SAVE: 3+.

SPECIAL RULES

Axe of Karak Izor: Forged in the days of the Ancestor Gods, this mighty rune axe has been the badge of office of the King of Karak Izor for many, many generations. The bearer gains +1 Attack, +1 Strength and each wound offers no save.

Silverbolt Helm: Crafted from a lump of star-rock that fell upon Karak Izor two centuries before the War of the Beard began, this ornate war helm bears potent Runes. The wearer gains +1 save and +1 Toughness.



Snekki One-thumb 120 points

Snekki was Morgrim's nephew on his third sister's side of the family. With his uncle's stern reputation to live up to, Snekki was somewhat rash on occasion, eager to prove his own courage.

	M	WS	BS	S	T	W	I	A	Ld
Thane	3	6	4	4	4	2	3	3	10

EQUIPMENT: Snekki wears heavy armour, carries a shield and axe and the Cloak of Thain.

SAVE: 4+.

SPECIAL RULES

Cloak of Thain: Woven from the hard bristles of Dwarf maidens' beards, the

Blood-debt: The Death of King Morgrim's cousin, Snorri Halfhand, was duly entered into the Karak Izor Book of Grudges and was the main reason for Morgrim's determined attacks against the Elves in the Old World. Morgrim and any unit led by him suffer Hatred of any type of Elf.

Bodyguard: Morgrim must be accompanied by at least 10 Hammerers as a bodyguard and he may not voluntarily leave this unit during a battle.

Cloak of Thain protects its wearer from harm. Snekki can ignore the first hit he takes in every turn, whether this is from shooting, hand-to-hand or a magical attack. The hit has no effect whatsoever and is totally disregarded. Note that this is not a dispel, so a magical attack may harm other models (the Banner of Wrath, for example).

Foolhardy: Snekki and any unit he is with must charge any enemy within charge range at the start of the Dwarf turn. If there are two or more eligible enemy units you may choose which he charges.

Longbeards: Snekki must be accompanied by a unit of at least 10 Longbeards. He may not voluntarily leave this unit during a battle.

**THE SIEGE**

To re-enact the Dwarf attack on Athel Maraya you will need a copy of Warhammer Siege 5th edition for the details on the following scenarios and a copy of Warhammer 6th

edition for the actual siege rules. To represent the events of Morgrim's assault you should play the following scenarios in the order given:

Olaf Greatnose140 points Guildmaster Engineer

Olaf Greatnose was head of the Engineer's Guild in Karak Izor. This is a position of great honour and respect, and Olaf's knowledge of the workings of Dwarfish inventions was second only to that of the Grand Guildmaster of Karaz-a-Karak.

M	WS	BS	S	T	W	I	A	Id
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Thane	3	6	4	4	4	2	3	3	10
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EQUIPMENT: Olaf Greatnose wears heavy armour, carries *Olaf's Axe* and carries a shield.

SAVE: 4+

SPECIAL RULES

Olaf's Axe: Olaf's Axe did not actually bear any runes. However, he sharpened it every day on his own 'Mechanically-driven

blade grinding device' which means that any blows by Olaf in hand-to-hand combat ignore normal armour saves. Magical armour saves as normal.

Guildmaster: Olaf's knowledge of engineering was legendary, and his presence could seriously enhance the effect of any war engine. In every Dwarf shooting phase, you may choose a single Engineering Rune. Every war engine in a battery with Olaf is counted as having that Rune for that shooting phase. Note that war engines that could not normally benefit from the chosen type of Rune (bolt throwers and the Rune of Accuracy, for example) do not gain any benefit.

War engine crew: Olaf joins as a crew member of one war engine in the army. He may not leave the war engine and fights as any other crew member.

Lord Kiarell250 points Warden of Athel Malaya

Kiarell was an Elven Prince and the Warden of Athel Maraya. Kiarell knew that the only way he could save his people and possibly aid his kinsmen at Tor Alessi was to destroy the Dwarf's siege artillery and although he fought valiantly to this end ultimately he failed. He died fighting to hold back the tide of enraged Dwarfs as his badly injured son Alarnil was evacuated on the Anarian.

M	WS	BS	S	T	W	I	A	Id
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Prince	5	7	6	4	4	3	8	4	10
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EQUIPMENT: Kiarell wears *Armour of Protection*, carries a shield and rides a barded Elven Steed. He also carries the *Blade of Sea Gold*.

SAVE: 2+ & 4+ Ward save.

SPECIAL RULES

Death or Glory! Kiarell knew that if he could prevent the fall of Athel Maraya this would seriously compromise the Dwarfs' assault on Tor Alessi, and was filled with great determination to ensure that his town was safe. Once per battle, when Kiarell charges into combat, you may declare a *Death or Glory* attack. Fight the combat as normal, except that if neither side breaks or is destroyed fight another round of combat immediately. Continue fighting rounds of hand-to-hand until one side is wiped out or breaks. Note that Kiarell and the unit he is with only counts as charging in the first round of combat.

Silver Helms: In the Sally Out scenario Kiarell is mounted on a barded Elven Steed and must be accompanied by a unit of at least 5 Silver Helms.

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- I. Scenario 2 – Forlorn Hope.
- II. Scenario 9 – Final Assault
(although Opening Assault is more accurate!).
- III. Three rounds of Bombardment
(see Besieging player's options on p80 of Warhammer Siege).
- IV. Scenario 7 – Sally Out.
The Dwarf army must be led by Snekki One-thumb, the High Elves must include Kiarell and Alarnil. If the High Elves lose this battle

Alarnil 190 points Heir of Athel Maraya

Alarnil was the young and reckless son of Kiarell and it was he who carried the Banner of Athel Maraya into battle. Alarnil was badly wounded by Morgrim after the failed sally attempt by the Silverhelms and was only saved by the sacrifice of his father and the quick thinking of Maurenghir captain of the Anarian.

	M	WS	BS	S	T	W	I	A	Ld
Hero	5	6	6	4	3	2	7	3	9

EQUIPMENT: Alarnil wears heavy armour and a shield, carries the *Banner of Athel Maraya* and rides a barded Elven Steed.

SAVE: 3+.

the Dwarfs are allowed another round of Bombardment afterwards).

V. Scenario 9 – Final Assault.

All the normal rules for these scenarios apply, as well as the army list limitations given earlier. If the Dwarfs take the settlement in either of their assaults then they win the campaign, if they fail to do this, then they will have to raise the siege in order to attack Tor Alessi.

SPECIAL RULES

Banner of Athel Maraya: Usually flown atop the spire of Athel Maraya's central keep, this flag was a source of inspiration for all the defenders of the Elven colony. The Battle Standard's ability for friendly units within 12" to re-roll failed break tests is extended to psychology tests as well.

For example, a unit within 12" of Alarnil may re-roll a failed Panic test.



Son of Kiarell: Alarnil must always be in the same unit as Kiarell, he may not voluntarily leave his father during a battle. In the Sally Out scenario Alarnil will be mounted on a barded Elven steed.

Maurenghir 140 points Captain of the Anarian

Maurenghir was the only sea captain to remain to defend the city after the others fled with the women-folk and the children of Athel Maraya. His Seaguard were experts at boarding actions having spent many years defending the coasts of Ulthuan against Dark Elf sea raiders.

	M	WS	BS	S	T	W	I	A	Ld
Hero	5	6	6	4	3	2	7	3	9

EQUIPMENT: Maurenghir wears light armour, carries a shield and longbow and also wears a *Radiant Gem of Hoeth*.

SAVE: 5+.

SPECIAL RULES

Seaguard: Maurenghir must be accompanied by a unit of at least ten Seaguard, he may not voluntarily leave this unit during the battle.

Vigorous assault: Maurenghir's men are highly trained at launching boarding actions. They may still use as many ranks of their spears when they charge as when they defend.



HARLEQUINS UPDATE

Due to the overwhelming response to last month's Harlequin Army List, we've given over the letters page to Gav Thorpe (who wrote the list), so he can answer your niggling questions and address the feedback. Normal service will resume next month, so if you have a burning issue or wish to comment on an article then air it here, at the Journal. Over to Gav.....

First of all, I'd like to say thanks to everybody who sent e-mails and letters concerning the under construction Harlequins army list. I've tried to answer some of the most common queries and comments.

A number of people asked to include Mimes, Master Mimes, Wraithlords and other troop types.

This Harlequin list is a work in progress version of a list we'd like to publish in the future, together with new miniatures. The miniatures range we have planned at the moment is limited to the units given in this list, although if this does change I'll let you know! Addressing Wraithlords in particular, my background for the Harlequins means that they no longer need to use spirit stones, and therefore they would not have Wraithlords in their army.

Philip Morgan wondered what had happened to models with powerfists.

I don't believe a Harlequin would use such a slow and cumbersome weapon as a powerfist, and I'd recommend that if you have models with powerfists treat them as power weapons instead.

Philip also asked about the lower Initiative value of Death Jesters.

The lower initiative of the Death Jesters is intended to represent the encumbrance of carrying a large weapon, and I also wanted to make sure that their primary role was as ranged support rather than close combat. Even with I4 they're still pretty bard in close combat!

Several of the readers pointed out the absence of pack grenade launchers.

This is partially an oversight, because I initially had some rules for pack grenade launchers but then decided I didn't like them and deleted them - I haven't got around to coming up with some better rules yet!

There was also mention of allowing Venoms to be taken as squad upgrades rather than Heavy Support.

Firstly, I liked the implication that a lightly armed and armoured transport is as heavy as the Harlequins get. Secondly, many players see the Venom as a 'must buy' option and so I wanted to limit this to a maximum of three squads.

The reference sheet is all wrong!

Yes, it is, as always... The profiles in the army list entries themselves are the correct ones. Sigh.

Bikes don't normally get cover saves, so how does a holofield work on jetbike units?

Yes, I should have stated that the holofield save is an exception to the normal rules. Also, as Dirk Vormann pointed out, characters mounted on Jetbikes should only benefit from the abilities listed in the Jetbikes entry, as there is no mention of these limitations in the wargear section.

Dirk also asked why Venoms can carry 6 Harlequins plus independent characters rather than just seven models.

Well, blame Jervis for this one (sort of). In a Chapter Approved article (published soon I think) Jervis introduces the idea that vehicles could carry up to their transport capacity and then always be able to make room for the boss! Since I was expecting this list to go out after that article I thought I would use it in the list.

Mailbag

Write in with your opinions to:

*The Journal Bunker, Games Workshop,
Willow Rd, Lenton, Nottingham, NG7 2WY.*

Mailbag

The Journal Bunker: Games Workshop,
Willow Rd, Lenton, Nottingham, NG7 2WS.

Dirk also raised the question regarding independent characters in squads, and whether they can use different grenade types to the rest of the squad.

To keep things simple, I'd say no. All models in the squad must use the same grenade type if they have it. If they do not all have the same grenades, the ones without the grenade type being used don't use any. This isn't that much of a problem because much of the time an Independent Character can leave during the movement phase and assault as a separate unit in the assault phase. Also, a unit which assaults more than one enemy unit may use different grenades against each unit assaulted. Most importantly, this means that if a unit has some of its models fighting against an enemy vehicle, these Harlequins can choose to use haywire grenades.

An unnamed e-mailer asked about flight belts (jump packs).

Originally I had flight belts but they proved too useful, especially on a Solitaire who was consistently getting his full number of attacks every turn. That's why I dropped it out.

What happens to a model with a phase field who finishes in impassable terrain?

Models with a phase field will not move into impassable terrain. Stop them short if necessary. I guess you should do the same for Warp Spider jump generators as well.

Several correspondents asked why Death Jesters were not in the Heavy Support section.

To be frank, because I wanted something to go in Elites! It just felt better that way.

Could you add Vypers as a heavy support choice?

I have thought about it. See my earlier answers regarding the planned miniatures. We'll have to see...

Sandy Cunningham asked what had happened to Mimes, Avatars and Warlocks.

Well, Mimes I mentioned earlier. Avatars are there as Troupe Leaders but the name was changed to avoid confusion with the Avatar of Khaela Mensha Khaine. Warlocks is also a name we've since used in the main Eldar list, and I didn't want the Harlequins being too psychic – that's the craftworlds' forte – so I kept it at just the Shadowseer.

Sandy was also a bit worried about what you were going to do to the background...

I'm not really going to change it that much, but there were areas I wanted to explore that haven't been really looked at previously. As I said in my designer's notes in White Dwarf, I sat down and looked at the different Eldar kindreds and worked out the different ways they had been affected by the falls and what their different 'survival strategies' to escape Slaanesh are. I don't want to say too much at the moment, but the Harlequins' plan explains why other Eldar regard them with such a mix of fear and awe. You'll have to wait for the full story though...

When can we see the finished Codex then?

At the moment the Harlequins will not be a full Codex in the traditional sense, but there will be an article or series of articles in White Dwarf. I can't really put even a ball park date on when that's going to happen, which is why we printed the stuff I have so far in the Journal.



GAVIN THORPE

JOURNAL
SPECIAL
KIT + RULES DEAL

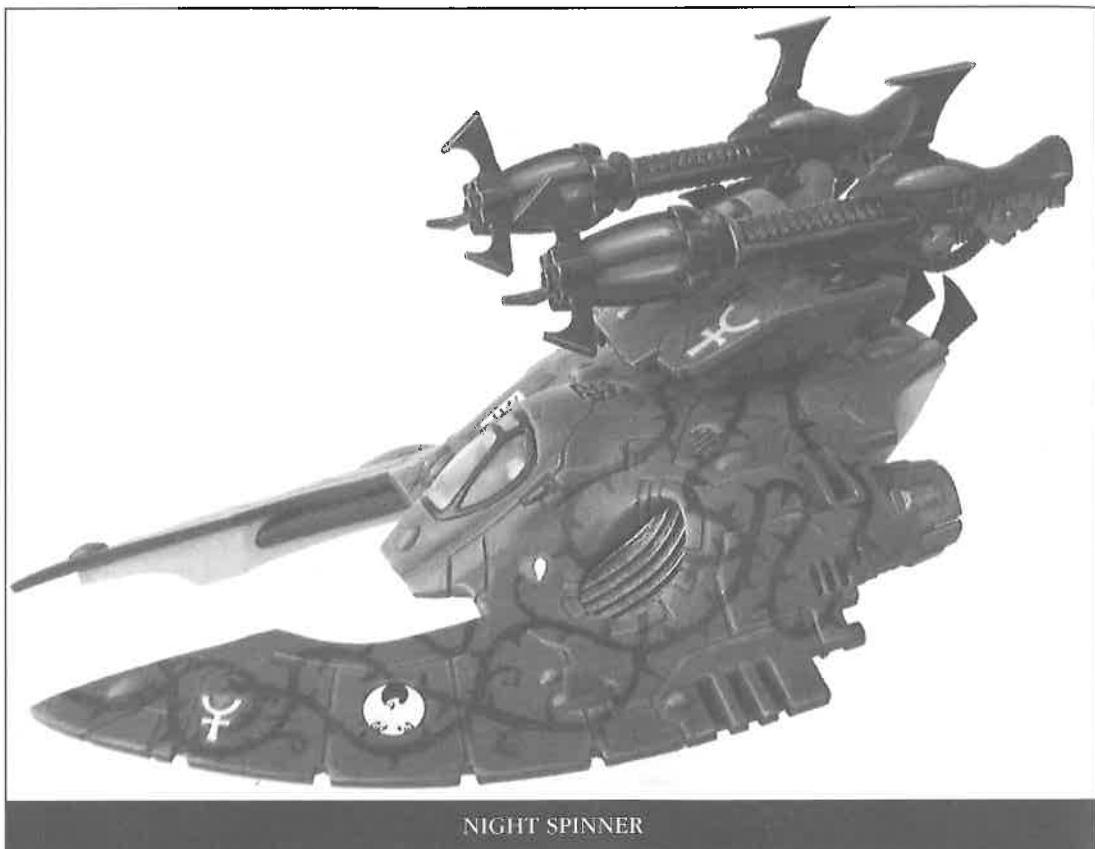
WARHAMMER
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IMPERIAL
ARMOUR

Night Spinner

RULES FOR THE NEW ELDAR GRAV-TANK

Model designed by Will Hayes. Rules by Warwick Kinrade



NIGHT SPINNER



Like the Fire Prism the Night Spinner is a specialised development of the Falcon grav-tank. The Night Spinner gives long range supporting fire to fast moving Eldar attacks, launching clouds of mono-filament web high into the air to drift down onto the enemy, forcing them to scatter or be cut to ribbons. Whilst the enemy are pinned by the long range mono-filament barrage the rest of the Eldar swoop forwards into the attack. The Night Spinners two main weapons utilise the mysterious mono-filament web technology of the Shadow Weaver, but their increased size gives them extra range.

Night Spinner Falcon Grav Variant

	Points	Front Armour	Side Armour	Rear Armour	BS
Night Spinner	160	12	12	10	3

Type: Tank, Skimmer, Fast

Size: Grav -Tank

Speed: Agile

Crew: Eldar

Weapons: Twin linked shuriken catapult, 2 Night Spinners

Night Spinners

The weapons mounted on the Night Spinner are larger versions of the Shadow Weaver support weapon. Like the Shadow Weaver it is a barrage weapon and the 2 Night Spinners count as a battery, follow the rules for multiple barrages on page 58 of the Warhammer 40,000 rulebook. As a barrage weapon it also uses the rules for pinning. It has the following profile;

Range: Guess 72" Strength: 6, AP -, Heavy 1, blast.

Options: The shuriken catapults can be upgraded to a single shuriken cannon for + 20 points.

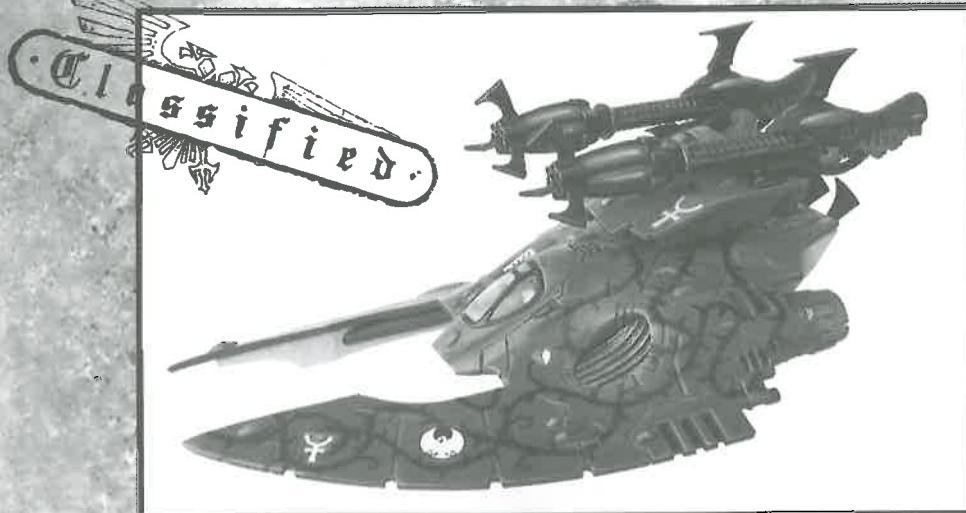
A Night Spinner may be given any of the following vehicle upgrades: crystal targeting matrix, spirit stone, holo-field, vectored engines, star engines, scythes.



THE NIGHT SPINNER IN ACTION

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Night Spinner



Imperial Armour returns with its range of ultra-cool, ultra-detailed, ultra-specialist Warhammer 40,000 tank kits. These are individually made in hand-poured resin, and we're not making many of them. This issue we bring you the Night Spinner Falcon Grav variant. And what's more, you'll only find the rules for using them right here in the Journal!

Watch this space for more kickin' unique tanks.

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Night Spinner Tank Kit	£20.00	\$34.00		
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(Please remember to include an additional amount for post and packaging, £2.00 UK/Europe, £5.00 (US \$4.00) ROW.)

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- Remember: these models are **only** available from the Forge World, Games Workshop-held events and shops at Warhammer World (UK) and Glen Burnie (USA) (Please phone the shop to ensure the availability before visiting)
- These kits are recommended for experienced modellers.

THE TRADING POST

Welcome to the Journal's very own classifieds section, where you can advertise your old games, painted armies for sale and painting services for two issues and it's for FREE!

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minis, some built, none painted. Ships include Shadow Cruiser, Aconite frigates etc. £30. Contact Ian on 0141 778 7613 evenings only.

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Dragons, Greater Daemons etc.

Also, fully painted all metal Space Wolf Army - 1500pts

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Realm of Chaos The Lost and Damned, very good condition. Contact Chris Taylor, PO Box 696 Santa Fe, Texas 77510 USA.

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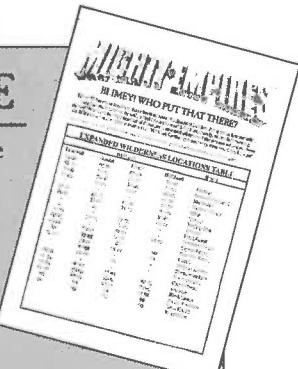
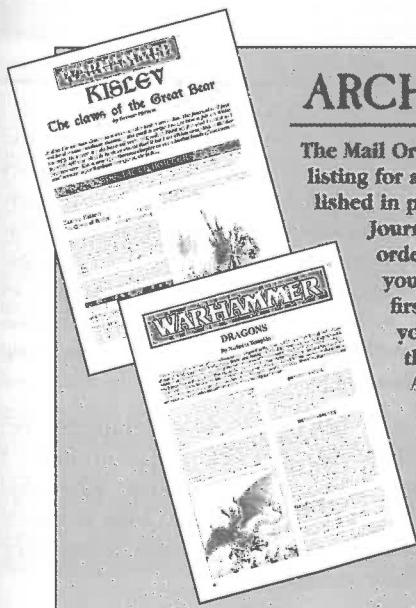
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The Armchair General & The Armchair Historian

By Daniel Martland

Daniel Martland writes a synopsis on the different types of gamer that populate our hobby. Which one are you?

The Thunderhawk touched down on its designated landing pad at Battle Station Carlo on Belus IX. As the dust cleared and the landing ramp lowered, Commander Darius of the Ultramarines looked on. Down from the underbelly of the great ceramite vehicle strode Commander Able, here to take charge of the garrison. As the newcomer reached the foot of the ramp, Darius greeted him with a salute and the ritual adoration of their Primarch and His father the Emperor. Formalities attended to, Darius spoke casually. "So you, are my relief. Let us retire to my... your command pavilion."

The two battle brothers entered the large tent. It was sparsely furnished; most of the room was taken up by a huge table covered in maps of the planet. The maps had many and varied pennants pinned to them, each representing something of strategic importance; perhaps a battle company or an industrial node. The only items in the tent that were not completely functional were two high-backed leather armchairs, each one sized for a marine in full power armour. "Please forgive me this indulgence of rank, Brother," said Darius. "Won't you sit". Able took the chair opposite, and as they both sat their eyes locked for a moment. Although they were brothers in their geneseed it would have been obvious to anyone present that here sat two men from different spheres.



These days whenever people who play Games Workshop products meet you often hear mention of 'cheese' and 'beards'. Some people see it wherever they look, yet others cannot accept that any such thing exists. Whenever people play for the first time, it is sure to be a hot topic of conversation. It is also the cause of many a 'flame war' on internet forums such as the newsgroups and many mailing lists that support the games.

Why is it that this topic is intangible yet able to cause so much bad sentiment? I believe that to understand why this problem occurs you have to look at where the people are coming from when they play their games.

"So, Able, tell me of your plans for Carlo".

"Brother Commander, I intend to capitalise on the hard work of you and our brethren. I have sequestered a full complement of Devastators who will be stationed here to protect the landing zone. That secured, I will send an armoured column of Predator tanks to take station against the rogue hive Servan. They will reduce the place to rubble. Whilst this is being undertaken I intend to send a mobile infantry force to recapture the industrial nexus to the south of our beachhead. Finally, I have arranged for a wing of Thunderhawks to drop 60 Assault Marines into the guerrilla camp your scouts have located."

"You have an unparalleled tactical mind."

"I have analysed the reports you sent back to Ultramar, Brother. Each problem we face has been dissected and I have allocated the forces most likely to prevail. The renegades shall be punished in the Emperor's name."

"Your zeal is most becoming Brother Able." A frown came over the face of Darius. "But tell me, have you considered what will happen if your forces are diverted and need to undertake other missions at short notice. These renegades are a cunning lot."

Able looked quizzical. "My calculations are perfect; I do not see what you are alluding to. Under my command we will prevail."

"Let me tell you of a little incident which happened here, Brother. When we were first deployed to this war zone, I took a column of marines to pacify Hive Tervan. We too planned to ruin them with our artillery. Whilst we were still en route we received a request for aid from a scouting party that had been cut off and were holed up in a ruined industrial complex. We had to fight our way into the complex to meet up with the scout squad and then we had a running battle with the renegades to get back out again. If we had only taken a column of tanks, those scouts would surely have been overrun."

In my experience, there are two different play styles that will be encountered on a regular basis. I call these 'historical' and 'tactical'.

Some people take a 'historical' perspective on their gaming. By this I mean, 'what would a real space marine army look like'. At first this viewpoint seems nonsensical, as there isn't any such thing as a 'real space marine army'. But there is, of course, within the context of the game background where 'real' armies are described. If you were to give an army list describing all possible military units to a historical gamer, they wouldn't cherry pick the best and throw away the rest, because that isn't how things look within the background.

The other end of the spectrum is the 'strategy' gamer. They look at the rules as a framework for building a strategy, the best one that they can. They don't have any game-background concerns impacting on their unit choice. These people will not take units they perceive as weak, as that would be detrimental to their strategy. The only constraints they follow are those officially applied by the game system itself.



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Able's face clouded. "You doubt my force disposition, Brother, and question my tactical acumen?"

"Not at all Brother, not at all. I would simply remind you of the doctrines laid down by our spiritual father, Holy Guilliman. 'To be an Ultramarine is to master all forms of combat'."

"I am aware of our battle litanies, Darius."

"My personal favourite is 'To be an Ultramarine is to stand ready for any battlefield'."

Able fixed Darius with his piercing gaze. "This is my command, and my campaign to prosecute as I see fit. I will not jeopardise my plans by taking a sub-optimal force. My favoured psalm is 'To be an Ultramarine is to bring righteous vengeance'. My plans are righteous, you have admitted as much yourself."

When the game designers produce an army list, they allow for a wide range of 'historically correct' armies to be designed. They use the game background as their inspiration for army design, and to them the two are inseparable. Taking Codex Space Marines as an example, it is possible to take a 10th Company army, made solely of scouts and scout bikers with their Commander. Similarly, it is possible to take a 2nd Company army with a full complement of 6 Tactical Squads, 2 Assault Squads and 2 Devastator Squads.

To allow this, each army list has to be a fairly open one, as the armies encountered in the game background are highly varied. But the upshot of this is that a player could take the best of each type of unit in an effort to field an über-army. This is perhaps most easily seen in the Craftworld Eldar Codex. The Eldar as a race have a history of focusing their attention on one subject at a time, to the exclusion of everything else. Because of this they have highly specialised troops such as Howling Banshees and Dark Reapers. These units are the undoubtedly masters of their chosen combat style. If you are a tactical gamer, you will see nothing wrong with creaming the best troop types from the Eldar Codex in an attempt to execute some killer tactic. An historical gamer wouldn't do this, however, as

they would only build an army with the mix of units found in a typical army from their chosen Craftworld.

So there is the crux of the problem. The army lists are built as open enough to allow for the whole range of historical armies, and if you are not interested in the background this allows you to build a killer army. A historical gamer will limit their self to a balanced army; while a tactical gamer will build the most effective army the list allows. It is this difference in viewpoint that causes the cries of "Cheese!" and the bad feeling to develop.

Most people, of course, fall somewhere between the two extremes that I have presented here. Also, there is no right or wrong style of playing the game. The most important thing is that the members of each gaming group play in a similar style. If all the gamers in a group play the game as a tactical challenge and no quarter is asked or given, the battles will be hard fought but should still be fair. It is only in pick-up games or where a group is made up of both die-hard 'tacticians' and 'historians' that problems are likely to occur. Whilst there is no easy answer to this problem with pick-up games, there is a possible solution to the problem within a regular gaming group.

Darius held up his hand, quietening his battle brother. "Consider this, Brother. Once my battle company departs aboard the Emperor's Splendour, your forces will have to hold this position without support for half a planetary orbit. A multitude of unforeseen things could come to pass in that time."

Able sat quite and thoughtful for a moment. "You are right, Brother. In focusing on the tactical I overlooked the strategic."

"Fret not Brother Able. It is not too late to change your troop requests. I will leave some of my battle company under your command to meet your needs if necessary."

The armies found in the background material often look the way they do because they have to contend with strategic concerns as well as tactical ones.

Firstly, while it is common to know which army you will face and which mission you will be undertaking, your army commander may not have this information.

Secondly, while you need only pick your units from a list on paper and you do not have infinite resources, your commander may have a limited armoury available and may have difficulty replacing any losses.

To bring these strategic considerations to your games, a campaign is great idea. The rulebooks for Warhammer Fantasy Battles and Warhammer 40,000 both contain suggested campaign rules. In my personal experience campaigns work best when you can include more than two different armies in them. When there are only two sides, each player can be fairly sure of the type of opponent they will be facing.

Do you agree with Daniel? If not why? I think this has the potential to be an interesting debate, so we'd like some feedback on this article. Write to us at the usual Journal address and we'll include the best responses in next month's *Mailbag*?

When you have three or more different sides in the conflict you have to start building armies that are more tactically flexible, or you have to use them in an extremely strategic fashion. Either way, at this point I find that the playing field between 'tactical' and 'historical' players tends to be much more even.

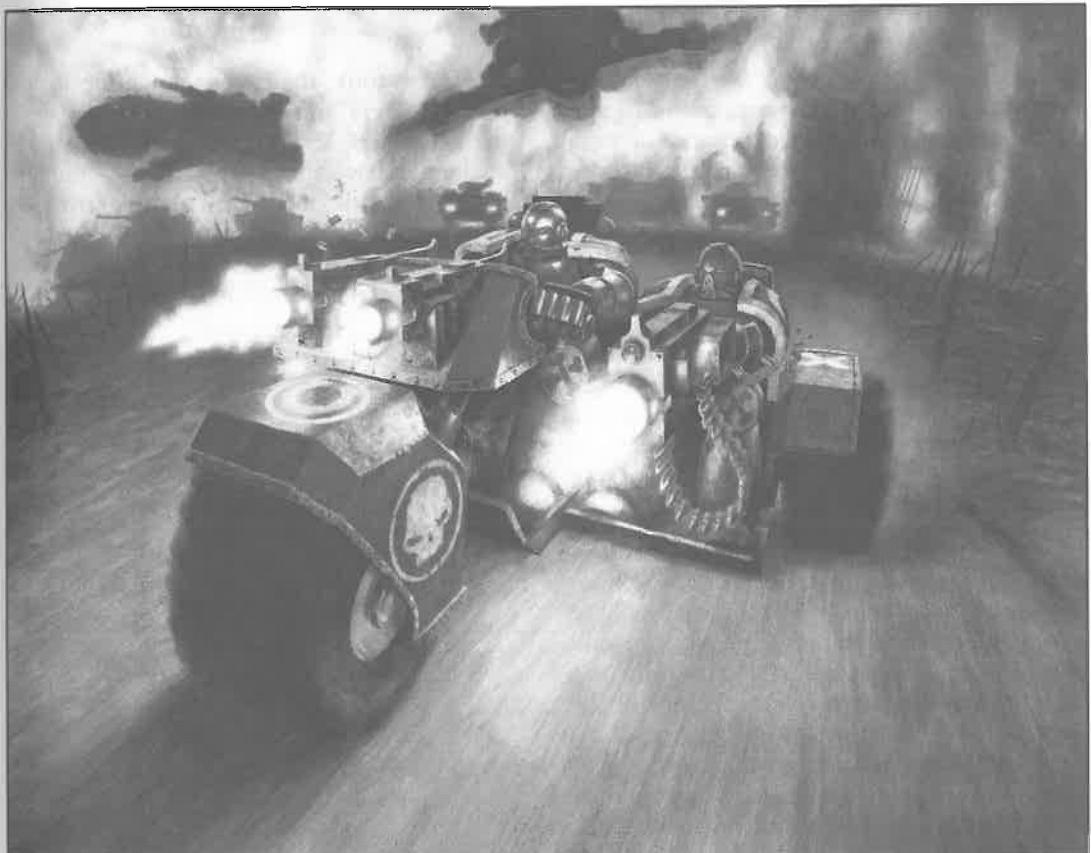
Commander Darius stood. "I must make ready to leave now, Brother."

"My thanks for your insight, Darius. Tempering my tactical insight with your experience this planet shall be reclaimed for the glory of the Emperor and the honour of the Ultramarines."

Darius nodded. "I'm sure all will be well."

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WARHAMMER

Battle of Kronenbourg

By Justin Taylor and the players from JAG

This is a Warhammer scenario of huge proportions that was sent in by Justin Taylor of the Junior Adventurers guild. Originally this submission was written for the 5th edition of the game but being such splendid chaps

as we are we have updated it to the new and sparkly 6th edition of Warhammer just for you. However, if you'd rather, it's just as easy to use the older rules instead (although why you'd want to do such a thing is beyond us!).

The Junior Adventurers Guild (JAG), in Earby, Lancashire, is a club specifically for school age gamers. Based in the local community centre, meetings are held every fortnight but every three months or so we like to do something a bit different, from the usual 2 player, equal-forces games. On these special occasions, the club tables are arranged into a massive 15 foot by 6 foot playing area. The club gets to vote on what the next battle will be and this time Warhammer was chosen. For one of these big battles our room in the community centre is hired for the whole day (usually a Saturday) so we really have a chance to get stuck in. It is noticeable that players like to use painted figures, so a big battle is usually preceded by a massive bout of painting. This battle was no exception with another eighty or so figures being painted over the two weeks before the big game.

Background

Far to the south of the Empire, following the old Dwarf road down from the Black Fire Pass, lies the untamed wilderness of the Border Princes. These wild lands were first settled way back in 1452 by the Bretonnian Lord Tybalt and his retinue of followers. Since then all manner of pioneers, Dwarf Miners and chancers have made this their home, fighting against the interminable hordes of Orcs and Goblins and other fierce creatures that dwell here. This battle tells the woeful tale of one such Bretonnian settlement, the fortress of Kronenbourg, and the small Dwarf mining community that were their neighbours.

In the year 1664 a mighty warhost of Chaos Beastmen and a fearsome army of Chaos Daemons assaulted the Fortress of Kronenbourg whilst the tribe of Gorfunk 'Dwarf-strangler' lead an attack on the doughty Dwarf miners. Ancient scrolls of the Dwarfs even tell of a strange force of reptilian-men later identified as Skinks and Sauruses more commonly encountered in Lustria than the Old World at the battle. At first these

creatures took their vengeance upon the Dwarf miners and then disappeared within the great dark forest apparently robbing the ancient barrows that were within. By the time a relief force of Dwarf Troll Slayers arrived all they found were the broken bodies of their brethren and the Fortress of Kronenbourg and the mining settlement in flames.



Overview

This is a battle that comprises of six different armies each with different objectives and motives. Each army will take its own specific turn following the turn rota procedure (see below). The battle lasts for six turns.

Armies

There are six armies in this scenario: Chaos Beastmen, Chaos Daemons, Orcs and Goblins, Lizardmen, Dwarfs and Bretonnians. Each army will be taken from the Ravening Hordes army lists at 2000 points each. Each army will also require a separate player to command it also. Both the Beastmen and Daemon armies may purchase siege equipment from page 258 of the Warhammer rulebook. The Bretonnians deploy within a fortress. The Dwarfs must purchase a unit of Troll Slayers for their army.

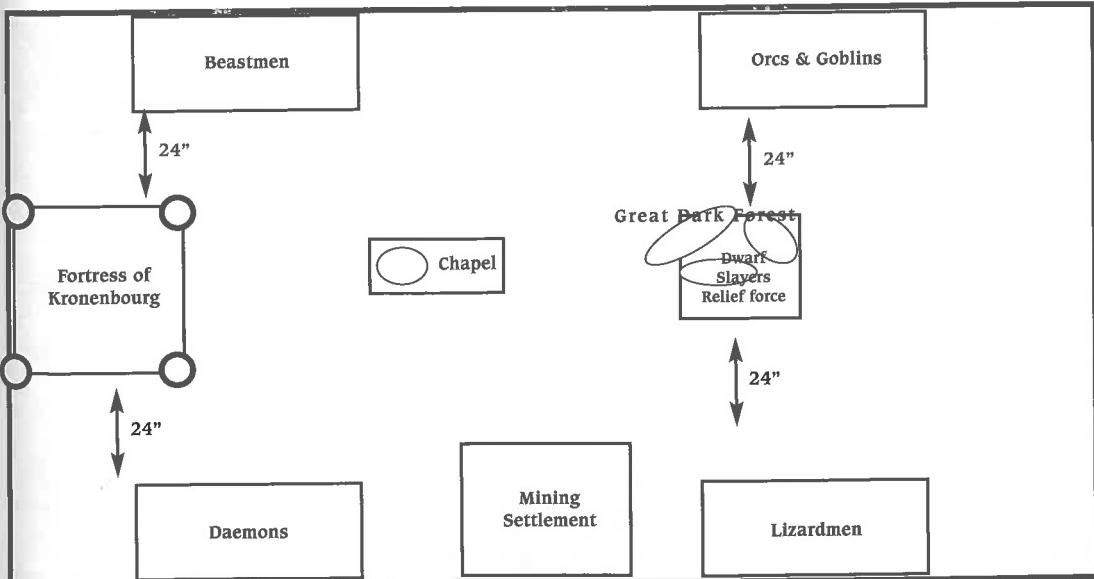
(Optional rules: Just after lunch [whenever you have it!] another 2000pts are added to each army. Further reinforcements may be added at the umpire's discretion.)

Battlefield

The battlefield is set out just as in the battlefield map. Each of the following should be appropriately represented: the Fortress of Kronenbourg, the Dwarf Miner's settlement, the Great Dark Forest and the Chapel as each of these is a specific objective.

Deployment

1. Players take it in turns as normal for deployment of their troops in their specific deployment zones as marked on the map below.
2. The Dwarfs must deploy their unit of Troll Slayers in the Dwarf relief box on the map.



Turn Rota

Players move and cast magic with their armies only during their turn. Player's may only fight a round of close combat if elements of their army are taking part in a close combat of the army whose turn it is (this may incorporate more than one army fighting during the same turn if several forces are embroiled in the same fight).

In the first turn of the game the moves are decided in this order:

Chaos Beastmen
Chaos Demons
Lizardmen
Orcs and Goblins
Dwarfs
Bretonnians

In the second turn of the game the moves are decided in this order:

Chaos Demons
Lizardmen
Orcs and Goblins
Dwarfs
Bretonnians
Chaos Beastmen

In the third turn of the game the moves are decided in this order:

Lizardmen
Orcs and Goblins
Dwarfs
Bretonnians
Chaos Beastmen
Chaos Daemons

You will notice that a pattern develops and that whichever army has the first move has the last move in the next phase. Also, because the

battle lasts for six turns every army will have the first move once.

(Any reinforcements may be placed within 12 inches of the armies current on-table units (not characters) but not within 12 inches of any other players units except allies. Reinforcements are placed at the end of a player's turn and cannot perform any action on the turn they are placed.)



Victory Conditions for each Army

The standard victory conditions from page 198 of the Warhammer rulebook will be used with the exception of points gained for occupying table quarters. Victory points will also be awarded for each army fulfilling its objectives as laid out below.

Chaos Beastmen

Objective points: 100 points are awarded for each uncontested quarter of Fortress Kronenbourg that is occupied by at least 5 models. 100 pts are awarded if the Chapel is occupied by at least 5 models and is

uncontested (see page 260 of the Warhammer rulebook).

Chaos Demons

Objective points: 100 points are awarded for each uncontested quarter of Fortress Kronenbourg that is occupied by at least 5 models. 100 pts are awarded if the Chapel is occupied by at least 5 models and is uncontested (see page 260 of the Warhammer rulebook).

Lizardmen

Objective points: 250 pts are awarded if the Chapel is occupied by at least 5 models and is uncontested (see page 260 of the Warhammer rulebook). 250 pts is awarded if the Great Dark Forest is occupied in a similar manner.

Orcs and Goblins

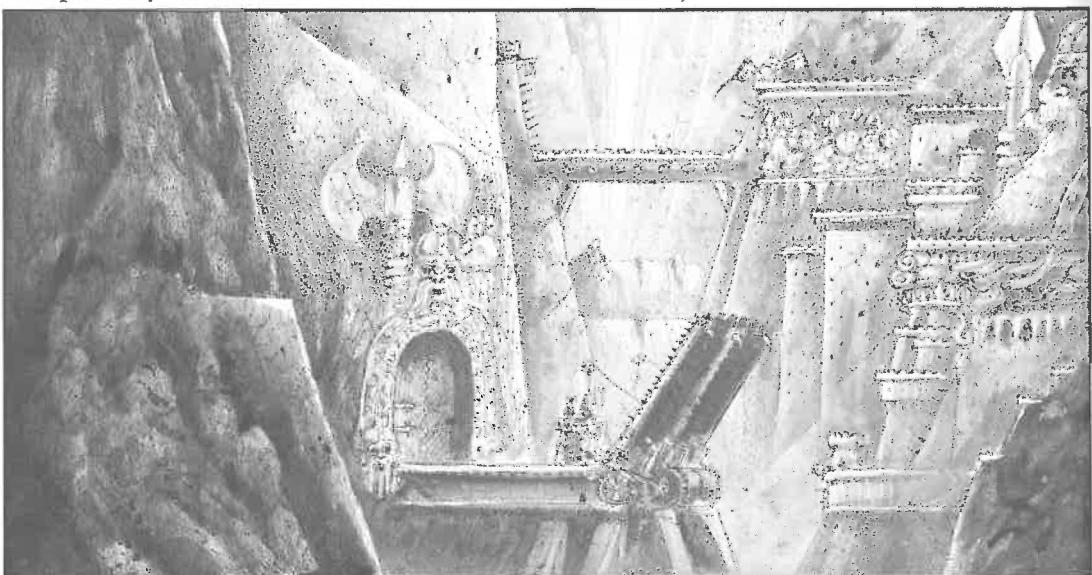
Objective points: 200 pts are awarded if the Great Dark Forest is occupied by at least 5 models and is uncontested (see page 260 of the Warhammer rulebook). 300 pts is awarded if the Dwarf mining settlement is occupied in a similar manner.

Dwarfs

Objective points: 200 pts are awarded if the Dwarf mining settlement is occupied by at least 5 models and is uncontested (see page 260 of the Warhammer rulebook). 300 pts is awarded if the Dwarf Troll Slayers manage to reach the mining settlement before the end of the final turn.

Bretonnians

Objective points: 100 points are awarded for each uncontested quarter of Fortress Kronenbourg that is occupied by at least 5 models (see page 260 of the Warhammer rulebook).



The Day of the Battle

On the big day six players turned up. Allowance had been made for up to 8 armies but some people had to drop out at the last moment. The game started with action around Fortress Kronenbourg, the walls were lined with archers who took great pleasure at killing the advancing Beastmen. At the same time knights sallied out to attack the Demons. The knights initially overran two units of Bloodletters but just as it seemed that the demonic forces would be slaughtered, the Beastmen hit the Bretonnian army in the flank and quickly broke it. The Beastmen were able to follow the retreating Bretonnians and ended the game inside the fort fighting the remains of a once proud Bretonnian army.

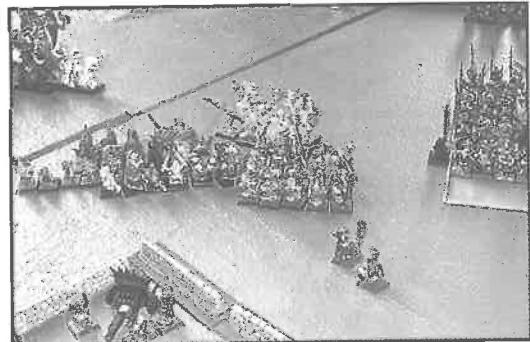
The Chaos Daemons had been weakened by their early defeats but once the Bretonnians were out of the way, they quickly made their way to the chapel in order to capture it.



The Dwarfs could only help their erstwhile allies by cannon fire, although a well-aimed shot destroyed an entire unit of mounted Daemons. The main Dwarf force headed for the Great Dark Forest hoping to stop either the greenskins or the Lizardmen from capturing it. The Lizardmen quickly dashed for the forest and heedless, of their losses, quickly captured the barrow within. The Lizardmen's cunning plan then meant that they would hold the wood against all comers and prevent them from getting a foothold. Tough on the greenskins.



As the greenskins approached the Great Dark Forest a force of Dwarfs, their ancient foes, attacked them. As if this wasn't enough, the Lizardmen also launched an attack on them. Luckily for the greenskins the Dwarfs soon came under attack by the Demons and as many Beastmen that could be spared from attacking the Bretonnian fortress. The Chaos forces were out for revenge for the damage that had been caused to them by the Dwarf cannons.



As the battle neared its end, the current victory points score was hotly debated. Some players only needed a few more points to come second or third and everyone was just looking for a few points more to be scavenged.



In the end the game had been a great success. The Beastmen had won mostly by killing their foes the Bretonnians. The Lizardmen came second due to capturing the Great Dark Forest and most of the other armies were level pegging apart from the poor old Bretonnians who had been all but annihilated. This had been one of our best ever all-day battles and now the planning stage is underway for the next one.

Hot from the Forges

This Month's raid into the Mail Order cave was strange to say the least. All the trolls had gone bald and pasty skinned some even seen answering the phones with large mutated claws. Most suspicious of all was troll boss Big Ted who sat on his throne (he had grown a large pair of claws as well) seemingly plotting with his minions. Where's the Inquisition when you need them?

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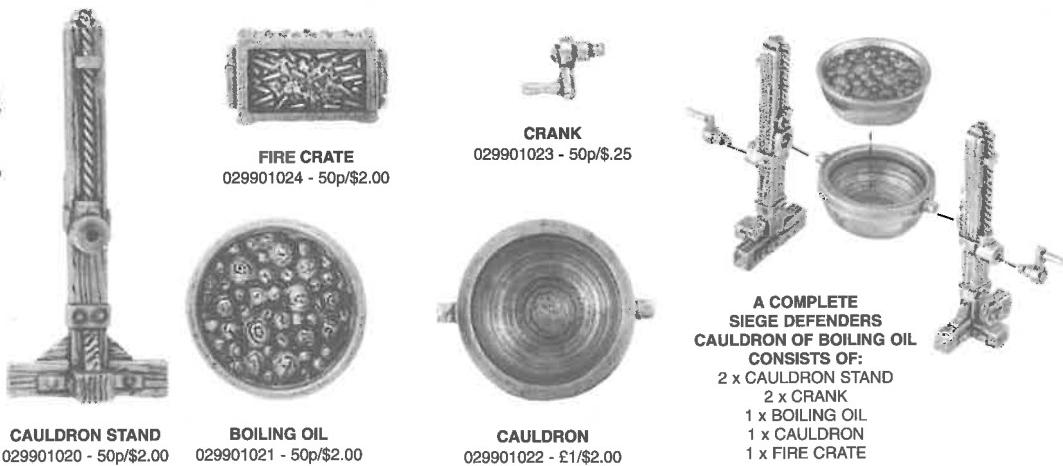
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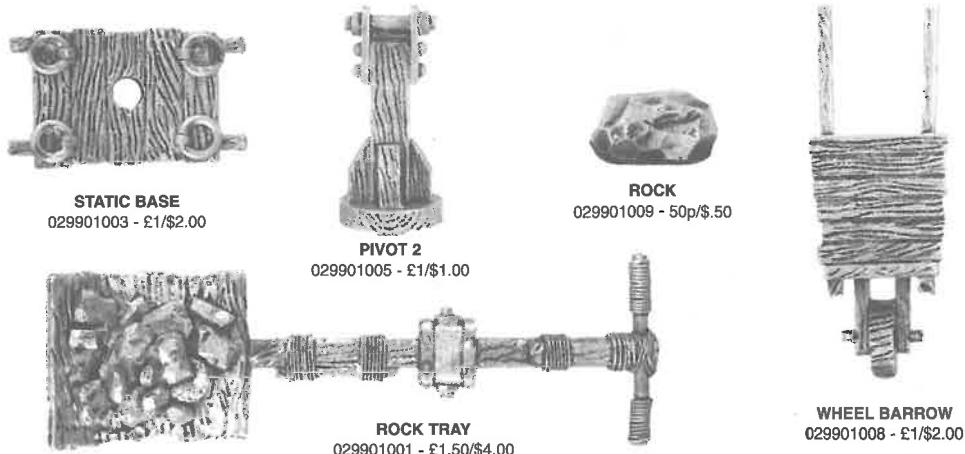
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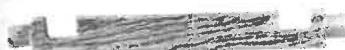
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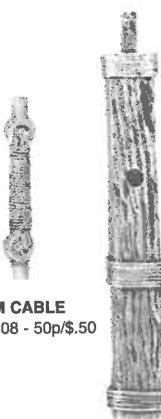
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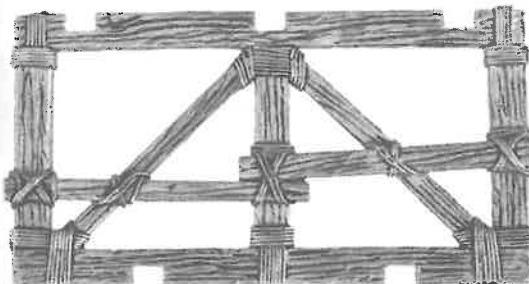
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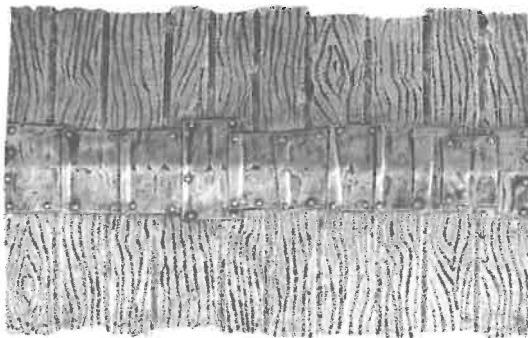
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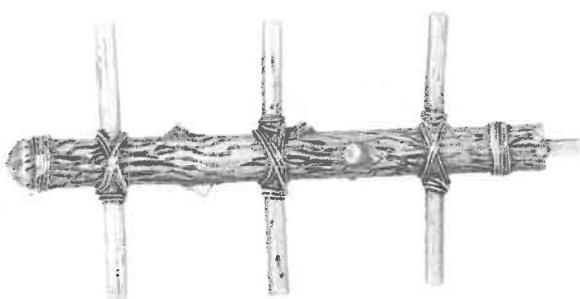
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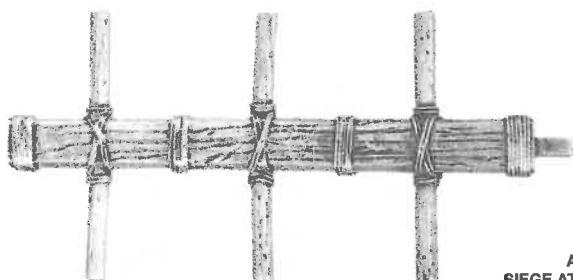
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Fanatic has been set up to support Blood Bowl, Warhammer Quest, Necromunda, Epic 40,000, Battlefleet Gothic, Mordheim and Warmaster. Every month we'll be bringing out new magazines, new supplements and, most important of all, new miniatures for you to use with these games. This page shows our second set of releases, and there'll be much, much more in the months to come. And remember that all the models ever released for all these systems are still available from Fanatic. If you like any of these games and want to know more about them, then check out our website and if you have any thoughts, comments, ideas or suggestions about Fanatic, then write or e-mail us – we'd love to hear from you.



FANATIC MAGAZINES

BLOOD BOWL MAGAZINE 1: Blood Bowl players of the world rejoice for the official supplement for your favourite game of sporting carnage has arrived. This issue Jervis Johnson introduces a brand new team in the comely shape of the Amazons along with bags full of new rules. Jervis also does his best to explain just why Amazons from the jungles of Lustria have unicorns in their teams...

WARMMASTER MAGAZINE 2: Warmaster magazine returns with more scenarios, cool new rules and sage words from Rick Priestley. Also in this issue you'll find the army list for the new Kislevite army along with the back ground and tactical advice on its use.

CITADEL JOURNAL 40: You're reading this it!

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NEW FOR BLOOD BOWL – AMAZON TEAM

Long ago, driven by a desire for adventure, the Valkyries of the Norse settlement of Skeggi in Lustria, sailed away from their menfolk and founded their own colony deep within the estuary of the river Amaxon. Cut off from the outside world, these fierce warrior women 'went native' and when rediscovered years later they had taken on the clothes and customs of the Lizardmen of the surrounding jungle. Now these feisty warrior women have taken to the Blood Bowl pitch and Sigmar save those who dare play against them. Designed by Trish Morrison & Mark Harrison.



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Blitzer 2
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1 thrower,
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NEW FOR WARMMASTER – KISLEVITE ARMY

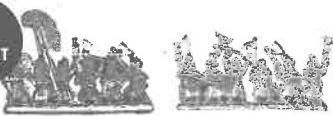
North from the rich lands of the Empire, the forests give way to the great wind-swept plains and the dark birch glades of Kislev. For a thousand years this kingdom has endured despite the attacks of the savage Norse raiders and the ever present threat of Chaos. Utilising a mix of fast cavalry, massed archers and War Wagons, this new army for Warmaster allows you to play a human army with an entirely different feel. All Warmaster models are sold in units. Each unit contains an appropriate number of castings, generally enough to complete a unit of three stands. A 'stand' consists of enough miniatures, selected from those shown below, to fill a 20mm base (generally two strips of miniatures per base). Designed by Colin Grayson.

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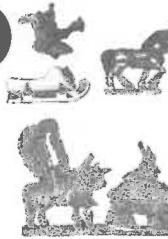
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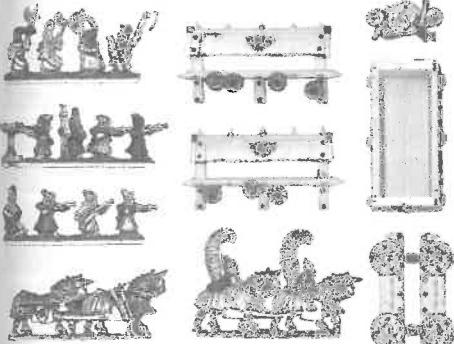


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Due to the amount of stuff we've squeezed onto these pages, the models are shown at 60% actual size.



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GAMING CONTACTS

This section aims to help put players or clubs of Games Workshop games in touch with others of a similar inclination. If you are a member of such a gaming group and would like to advertise your group, find new friends with which to play our games or even advertise tournaments, you will need to let us know the following details: The name and venue of the club, usual meeting times, a contact name and address (and telephone number if you wish), and which games you play.

Whilst we are always more than happy to advertise your clubs, tournaments, conventions or help you find other gamers in your area, we have found that we only have a limited amount of space in which to print them. This,

coupled with the fact that there are occasions when clubs disband (boo!) or split up and form a greater number of other clubs (burrah!), means that we have no option but to rotate the clubs we cover in the Journal.

What this means is that those of you that wish to advertise in this small, but perfectly formed, publication will need to fill in the form below and send it in to us at the usual address. We will then include your details in the NEXT TWO issues of the Journal. If you require us to advertise again after this time you will need to submit your details again. This keeps the list up to date and means that you will have to read the list each issue to find out just what is current...

CONVENTIONS

Why not advertise your convention in the Journal? Simply send us all the relevant information and we will try to get it into the next issue.

(Please get the information to us as soon as possible or we may not be able to print it in the relevant issue!)

TOURNAMENTS/CAMPAIGNS

If you are organising a tournament or campaign and would like to attract other gamers why not send us the details? We would be only too happy to advertise it for you. Simply send us all the relevant information and we will try to get it into the next issue. (Bear in mind that we complete the Journal well in advance of the release date, so the sooner you give us the information the better the chance of having it published!)

UK	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Bangor	Unite All action	Tom (0289 1274714)	Castle Park Hall, Bangor, County Down	*All* £2 per Head, 1st&3rd Sat
Bournemouth	Battlescar	Paul (01202 258 194) www.battlescar.co.uk	Talbot view community centre, Alder park	*All* £2.50 entry 12-5pm every Sat
Bristol	Bristol Games Club	0117 9251533	Patchway Community centre, Bristol	*All* £1 1st eve, £2.50 Mon 6-10pm
Cheshire	The Killing Field	Martin (01270) 665153	MGN Studio Crewe, Cheshire	40K, Age. 16+
Glasgow	Glasgow Games Club	0141 2263762	66 Queens Street	
Guildford	Da Klub	Jez (0793 1264285), Andy (07760386869)	Park Barn centre, Guildford	*All* 6-10pm Sundays £2.50 1st free
Harrowgate	Harrowgate Games Club Ian Roberts	(01423 540610)	R.A.P.A Club, East Parade Harrogate	*All* 6-11pm Thursdays £1, 18+
Haverhill	Haverhill Warhammer Club Ron Phillips	(01440 703100)	Chalkstone Middle School, Haverhill	*All* Monday 7-9pm, £1.50
Kingston on Thames Games Club		0181 5995524	33 Rife Road	
Lincoln	Lincoln Games Club Gary James	(01522 548027)	United Reform Church, St Martins Lane	*All* 6-10pm Thursday, £2 1st free
Nottingham	Notts Games Club	0115 9168410	GW HQ Lenton, Willow Rd, Nottingham	*All* 6-10pm Wednesday, £2 1st free
Nottingham	Wardhounds of the Red S.C.	Adrian (0115 9161580) A Arnold@virgin.net	Sherwood Community Centre, Sherwood	40k, WFB time and price TBC
Oxford	Oxford Games Club	01865 242182	Wesley Memorial, New Inn Hall St	*All* Wednesday 7pm, £2.50
Portsmouth	Portsmouth Club	Steve Weekes (01375 856823)	Folk Hall, High Street, Portishead	*All* +Tournaments Wed 6pm £2
Portsmouth	Portsmouth Games Club	01705 876266	34 Arundel Street	
Quinton	Quinton Games Club Matthew Oakley	(0121 421 3096)	Venue TBC, Quinton South Birmingham	*All* Mid-week and weekends
Reading	The Spikyclub	Alastair Pidwell (0118 961 0421)	Post Office Social Club, Richfield Ave	*All* Every Thursday 7-11pm
Shrewsbury	Lair of the Red DragonJames	(01743 369605)	The Gateway Centre, Shrewsbury	*All* +RPG's & Parties 3-5-10pm £2.50, 12+
Watford	Watford Games club	01923 245388	Unit Q1A, Harlequin Centre Queens rd	*All*
Europe	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Holland	Haarlem Fanatics	Icx Weermeyers 023 5291848	Kleine Houtweg 9, Haarlem	*All* +RPG's, Fri 7-11pm Sun 1-5pm
Isle of Man	The Manx Battlegroup	Graham Brooks (01624 616143)	Venue TBC	*All* New Club
Australia	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Melbourne	Space Coast Garrison	Michael Ramos-i07 752 3922	1225 N Wickham Rd, Melbourne	see www.garrison-clubs.org/club/spaceterrum.htm
Queensland	Dominion	Deon Waning (07) 55711044	Gold Coast Community Centre, Southport	*All* +RPG's, 1st & 3rd Sun 8.30am

KEY: ALL = all GW games, W = Warhammer, 40K = Warhammer 40,000, E = Epic 40K, Ne = Necromunda, BB = Blood Bowl, SH = Space Hulk, WHQ = Warhammer Quest, GM = Gothic/Morka, RPGs = Roleplaying Games, Historical = Other historical wargames.

Clubs in italics will be featured in two issues, on their second feature they will be accompanied by an * which indicates that unless we receive confirmation of their continued existence from the club secretary they will be removed from the list.

NOTE: we are only providing this feature as a notice board for players and can make no promises that these clubs exist, or continue to exist, at the addresses given. Apart from those specifically mentioned as being GW clubs there is no connection between these clubs and Games Workshop Ltd.

This issue's Dok Butcha features Agis Neugebauer's (a Space Marine name if ever there was one) superb Harlequin army based on the Dark Eldar range. GW's very own Yoji Momiyama then shows us his top Giant Conversion and, with a little prompting, tells how he made this excellent conversion.

Dark Eldar Harlequins

By Agis Neugebauer

I started playing Games Workshop games when Space Hulk and Blood Bowl were first released. I was really amazed by the huge background for Space Hulk. My interest brought me to Warhammer 40K, Rogue Trader and the numerous supplements for it. I was always interested in the Eldar. Their tragic story appealed to me for reasons unknown. By the time WH 40K 2nd edition came out I already had a large Eldar army. The release of 3rd edition was

a good excuse to buy even more miniatures!

Over the years I have collected about 4000 pts worth of Eldar, a Space Wolves army, a still unpainted Sister of Battle force, some Orcs and now of course the Dark Harlequins.

I also enjoy a game of Necromunda, Mordheim or Warmaster, but my main interest and enthusiasm is still with 40K.

The idea for the Dark Harlequins came to me during last year's Warhammer 40K Tournament. I always liked the Harlequins and was highly disappointed that the Harlequins were not on top of the priority list to be turned into a Codex.

On the first day of the tournament Gav, Jervis and Andy were talking about fourth coming release for 40K. I don't know who mentioned the idea of using a 'Stand in' army list at first but then it struck a chord with me.

Why not use the list of the Dark Eldar for Harlequins?

The idea was born and by the time I was back in Berlin, Germany, I had made up my mind: I was going to assemble and paint a Dark Harlequin army.

After careful reading

of the Dark Eldar list I decided that all the Haemunculi, Grotesques, Beast Packs and Talos would not fit in my idea of the Dark Harlequins. My basic conception for the army list was like this:

HQ - Dracon or Archon as stand in for Great Harlequin

Elite - Mandrakes as Master Mimes

Wyches as Harlequins

Troops - Raider squads as mimes

Fast Attack - Reaver Jetbikes as Harlequin Jetbikes

Heavy Support - Scourges as Death Jester with Jump packs

So all in all an ultra aggressive, super fast army.

After knowing basically what I wanted to have the next step was to convert some miniatures. I started with the troops. I decided that the Dark Eldar plastic body, after removing a lot of the spikes and adding the head of an old Harlequin mini, would do the job. I even made some sketches to see if it will work.

The Wyches would be real simple because I was using old Harlequin models. The only exception was the two squad



One of Agis's concept sketches

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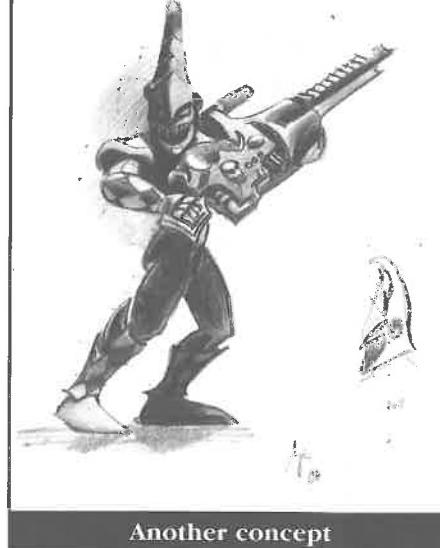


Death Jester before painting

Another concept

leaders. I had to do some heavy converting to get female Wyches to fit into the Harlequins squad.

The next conversion was a Death Jester on a sky blade. This was the stand in for the Scourges with Jump packs. Because the older Death Jesters are really small in comparison to the new models I decided to make the legs a little bit longer and I also changed the weapon by replacing it with the barrel from the Splinter Cannon.



Another concept

Out of the entire Dark Eldar range my favourite models are the Reaver Jetbikes which remind me of the Japanese Super Bikes. I was pleasantly surprised to see how easily the old Harlequin canopy fitted the Dark Eldar Jetbike. With a head swap and arm swap my Dark Harlequin Jetbike was ready to cause mayhem

and harry the flanks of my enemies.

The main Transport for the whole army is of course the Raiders. In my opinion the Raider is far too spiky for the Harlequins. So I added the old jet bike canopy to the front of the raider and attached as few blades as possible.

For the HQ carrier I wanted something special. I took the main body of a Raider and attached the front of an Eldar Vyper. As strange as it may sound, I always liked the underside of the raider crew platforms. I decided to use the original platform as side shields (like the Ravager) and built the actual platform out of plasticard.

The Mandrakes (or Master Mimes) are plastic Dark Eldar with Harlequin heads. It was as simple as it gets and the

result was very satisfying.

By the time I visited the design studio in July I had painted up nearly 1000 Pts of Dark Harlequins.

The next thing to add to the army is even more Jetbikes and the rest of the Death Jesters.

I am quite confident that I will have everything ready at the next WH 40K Grand tournament. I am still undecided whether to use the new list in last months Journal (still available from Mail Order folks- Ed) or to carry on using the Dark Eldar list.

The main thrust of my army will be the three squads of Harlequins, who will race forward as fast as the Raiders can take them. Hopefully there would be plenty of cover on the battle field to shield their advance.

The HQ squad will stay back for a turn and then tentatively approach the now weakened lines after the Harlequin strike forces have assaulted.

The Death Jesters will act as support flying on their Skyboards to a good vantage point and then raining down fire on any of the enemies heavy support or whatever is considered a larger threat.

Of course these tactics will have to change considerable if I am to start using the play test Harlequin List. But that's just one of the reasons why I like the hobby. Right, where's my Pin Vice?

You can see parts of Agis's army on the inside back cover.

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Converted Marauder Giant

By Yoji Momiyama



Yoji – proof that metal isn't dead!

Yoji Momiyama, our friend from the GW Japanese studio, ace sculptor, painter, mad heavy metal dude and all round nice guy let us into his strange world of modelling. Yoji works translating our books and codexes into Japanese for our (very rich!) Japanese customers (whom we like very much!). When he's not sculpting his own models and painting them to a frighteningly high standard Yoji likes to play drums in his death metal band (very loudly) and dress like an extra from the film the Crow! Yoji typifies his Japanese roots by working insanely hard at whatever project he takes on to the highest standard possible (literally with mistakes to allow you hobbyists to enjoy it more!). More than enough times have we had to reassure him that his work is incredible and that it doesn't 'suck' as he so modestly claims. Well, that's enough of us

banging on, over to da man...

After reading the background and rules in the Warhammer book about Giants I was so amused by the special attacks they can use, especially 'Pick Up and Put in Bag', that I just had to try and simulate this on a model. Now I do love the new Giants but the one thing they

lacked for me was size. That's where the old Marauder Giant designed by Ally Morrison comes in – it's huge! This was a model that I really could get my teeth into (well, not literally). The only problem with the model was that it is too clean. What I mean

what they can scavenge from the battlefield (a bit like... no I'd better stop!). I had to 'dirty up' my Giant and make him really look the part. I also wanted to add something that would indicate his amusing special attacks.

First I wanted to change his pose a little just to make him different from all of the other models. I had to recreate the whole of the right hand side of the body with green stuff because I moved the arm slightly and it left a gap. This was easy because I was working with flat sheets of green stuff and lots of water to smooth it into shape. (I must thank my sensei, Jes Goodwin, and all of the GW figure designers for putting up with my incessant questions about sculpting and technique.) When I constructed the basic model I didn't use any

brass rods or wire to strengthen it (I'm very lazy and cannot be bothered with all that drilling nonsense). I used super glue mixed with fag ash (!?? – Ed), no seriously it does work and bonds a lot better than just super glue (of course this means smoking which is a disgusting pass time which I certainly do not condone).



The Backpack of Doom

by this is that Giants are supposed to be big, hulking, smelly brutes (a bit like Fatbloke), poorly dressed (a bit like Steve) and only equipped with

Next I wanted to make a sack for the giant's back to emulate his bizarre hoarding habits. First I made a sort of 'cup' of

DOK BUTCHA'S KLINK

DOK BUTCHA'S RLINK



green stuff and attached it to his back. I then filled the cup with odd bits such as parts of a plastic Mordheim human and the leg and hoof of a Beastman. Then came the tricky bit as I had to sculpt the bag so that it looked split in places to reveal the human struggling and the Beastman. I sculpted a 'lid' and tore several holes in it so that the victims could be seen. This was then sculpted on top of the 'cup' with lots of water and tears, stitching and folds made to make it look as groovy and authentic as possible. A strap was made from a thin strip of green stuff around the giant to hold his sack on.

I was nearly finished but just needed to 'dirty-up' my giant. Metal Bretonnian shields were snipped to show damage and attached to his shoulder as makeshift armour, some plastic heads from the Zombie head and Orc sprue attached to his waist (a snack for later) and a plastic shield attached to his back for further protection. Oh yes, and I even sculpted a little raven to sit upon his shoulder, looking for



scraps. I believe that the base of a miniature should require as much imagination and effort as the figure itself. I made rocks from crumbled cork and used sheets of plastic cobbled road along with

some cool flock I picked up from a model shop to decorate the base with. This conversion took me about a month to do working on most weekends.

Now I had to paint him.. I don't like to use washes too much because I believe that this is the easy way out and rarely gets the full effect I'm after. I have to work up painting from undercoat, base coats, through various levels of shading and highlighting to reach the desired effect. I will only use a minimum of washes and only when I am after a very dirty look. I concentrated on the numerous cuts on his legs to make them look as though they were freshly bleeding and mucky. The face took some attention to ensure that it looked as unwashed and weathered as possible. I avoided bright colours and used a very ruddy mix of flesh, reds and browns to give him that contrast. The painting took between eight and ten hours and was knackered I can tell you!

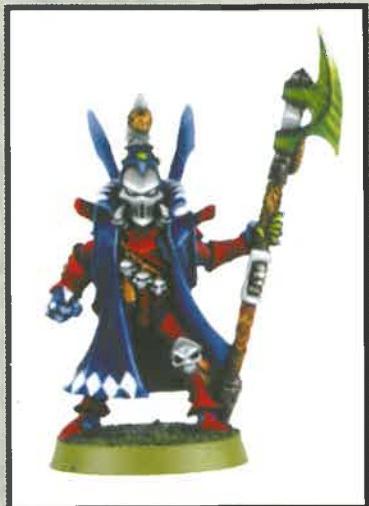
Yoji Momiyama
(Samurai Master and
Modelling Sensei – Ed)



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Dark Harlequins

by Agis Neugebauer
(check out Dok Butcha's Klinik)



Marauder Giant Conversion

By Yoji Momiyama



Close-up of the back of the
Giant showing the backpack

Find out how Yoji sculpted and converted his Giant
by turning to pages 45-48, Dok Butcha's Klinik.



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